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the source



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POKÉMON

**GOLD VERSION &
SILVER VERSION**

14



Just when you thought you'd caught 'em all, an all-new batch to catch emerges. Go for the Gold & Silver and perfect your Pokémon prowess, meet the new characters, tour the towns and get the lowdown for dethroning the first Gym Leader. It's supereffective!



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THE WORLD IS NOT ENOUGH

From EA with love comes James Bond's national TV ad. Agent 007 returns to Her Majesty's Secret Service, and our spies have leaked the list of 10 of the spiest's palaces and delicious de rigueur. Get involved on page 20—we'll get you back in the loop by tea time.



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GRIDIRON GAMES 2001

NFL Blitz, Madden or GI Club? See how this season's popular titles fare in a round-up so heated-for-the-net comparison. Whether you want to track a crucial action or see winners, you'll find the NFL area that's best for you when we show the 30-yard line of football games.



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DRAGON WARRIOR I & II

A duo of decade-old RPGs makes a surprising return via Game Boy Color transfer. Em has combined the NES classics in to one Game Boy, so it's clearly important that you master confounding, level building and just get it! overnight, instead.



Logo constructed a bridge made of a

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player's pulse

It's a hodgepodge of letters this month, with more topics than you can shake a Deku Stick at! With everything from how to store your N64 hardware to Morton Koopa Jr.'s questionable parentage, we once again prove that no one dishes the video game dirt like Nintendo Power.

Tongue-Twisting Terror

Do you pronounce SNES like "en-em-ee-es", or "SNES"? It's been bugging me since a friend brought it up. Help me! I would've asked someone else, but only you are smart enough to know! I'll throw in ten bucks too!

Atfishel

Via the Internet

Well Atfishel, after checking with our legal team and passing a survey around the clubhouse, we discovered that the correct pronunciation is verily "Super NES." Accept no substitutes. So where's our ten bucks?

Rash Thinking

Thanks for the Road Rash 64 codes published in the July 2000 issue of NP. I tried the codes secretly and discovered something. If you employ the double and quad damage codes, the other bikes can do the same amount of damage to you! Unfortunately, I found out the hard way! Ouch!

Jessica Blitties

Via the Internet

Much like our dear Aunt Leahoot—a gap-toothed, Harley-driven, glass-waist motorcycle mama—the Road Rash crew can give as good as they take. And they won't demand a oggy bit at Christmas.

Hey, That's My Cab!

I was playing the downtown level in Tony Hawk's Pro Skater and got smacked about 50 yards by some twisted

cabby. Just when I was starting to expect some compassion in the man's heart, I heard a noisy little snicker! What's the deal?

Bred Hibdon

Via the Internet

Hey, if you had to keep cleaning those pants out of your front grill, you'd be better too.

We Never Make Mistakes

In Issue 134, in the game ratings, you gave International Superstar Soccer a 7.0. I did the math, and it should have received a 7.0! Did you make a math mistake, or do you just hate soccer?

The Hain

Via the Internet

A good question from a person who kash from the Hain. If you look at our review section, you will notice that we publish five staff scores and then an overall rating. What may not be clear is that we will often have more than five people take a look at the game so that we get the most diverse review possible. We prize our five scores—the high, low, and three in between—because we don't want to break the letter carrier's back with a 500-page magazine!

Well, Maybe We Do...

In Volume 134, the Kirby strategy guide, Neo Star, 4th level, 3rd shard (accurate, aren't it?) you made a mistake. You wrote, "In the



Illustration: Kirby • Friends, California

final room, a flood of lava gushes into the chamber, so you must take to the air to make your escape. If you stay to the right as you flee, you'll flap by the last crystal shard." The shard is on the LEFT side of the chamber, not the right. I tried this, and your picture agrees with me. By the way, great magazine!

PekosunFlynn

Via the Internet

How right you are! It seems the NP crew was so excited over the release of Kirby 64 that we began to suffer from acute bouts of vertigo and nausea, causing us to confuse left with right and slowly turn many interesting shades of green. Is that egg on our face? Or, something else... *Misssssssss!*

All in the Family

A couple of days ago my friend and I were talking about the old Mario Bros. games. We were talking about the Koops Kids and how they seemed to disappear off the face of the planet. So then we decided to go through the names of the kids, and it struck us that Morton Koopa



Illustration: Kirby • Friends, California



By Atfishel • Washington, New Virginia

is a Junior! This could only mean that Bowser's real name is Morton, and that Bowser is probably some type of nickname. So is Bowser's real name Morton Koopa Sr?

Jeff Brown
Tacoma, WA

A fine question, Jeff, but it seems the *Bosses* are in the middle of a *Standy* spat and the answer might never be known. When we asked Bowser he believed, "See! I have no See!" and threw Bob-ombs at us until we ran away.

But Wait, There's More! It's Not Sold in Any Store!

Oh, what is the N64 Disk Drive, and what does it do? I've only seen it in back issues of NR, and never in any stores.

Tigra
Via the Internet

The Nintendo 64 Disk Drive—or 64 DD as it is more commonly known—as a read/write drive capable of holding approximately 64 megabytes of information. It is responsible with only a limited number of games and was released in Japan last year, but at this time there are no plans to release it in other markets.

Controller Conundrum

I want to keep my N64 Controller in good condition, so when I'm not using it I wrap the cord around the Controller so it makes an X in the middle. But I'm afraid that doing so might bend the wires or cause other problems.

What's the best way to keep a Controller?

James Anderson
Via the Internet

The "wrapping the wires" strategy is the same one most of us have used to store our Controllers, and we've never had a problem. We asked the technical wizards deep in the heart of Nintendo, however, and they said wrapping the cord is fine as long as you don't pull on either end or try to crank it tight.

The Spy Who Confused Me

If you look at the Goldeneye part on the back of your N64 box, it shows Bond using a gun that I haven't heard of. What is it? Is there a way to get it?

Brian Wille
Via the Internet

WRK, we asked Bond, but he said it was classified. We asked MI, but she said she was too busy to deal with questions from some back writer. So we finally just asked the developers, and they told us that the gun is a *drum*. It does not exist in the game, and there is no possible way to get it.

Hey! Listen! Hey! Listen!

I heard that there is a missing CD for *The Legend of Zelda: Ocarina of Time*. Is the music orchestrated, or synthesized like in the game?

Ridiske
Via the Internet

As much as we would love to hear Saria's Song performed in glorious THX by the *Stratocaster*



Mark Johnson • Aurora, Colorado

Popo, the *Zelda* Ocarina CD is the synthesized score. It's still worth your time to check it out, however, as there are over 30 tracks and almost 75 minutes of music!

Nu si Drawkacab Gnidur

The name *Wahigi* just doesn't have any punch to it. Instead, I think that Luigi's evil counterpart should be called *Igial*.

Jeremy Kake
Evanston, IL

Actually, the name *Wahigi* is an acronym of "wajiwai," a Japanese word which roughly translates into "someone who is very bad."

Can I Have Mine Tie-Dyed?

I just wanted to make a suggestion for the paint jobs on the Game Boy Advance. I think you should consider letting people customize design their own casings. You could start a special section in your online store with a blank GBA, give customers a pallet of colors to choose from, and let them go wild! Then you could ship the precious hardware to their door. It would be great!

Anonymous
Via the Internet

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Greg Auld • Eugene, Florida

power charts

In a stunning turn of events, Pokémon Stadium has been bumped from the top three by a bunch of yahoos on motorcycles!

Maybe Pikachu should strap on a helmet. (Oh yeah, and the number-one game this month is an old favorite. Golden... something-or-other).

NINTENDO 64 TOP 20



James Bond fans had only GoldenEye for the greatest number of weeks, but the racing agent trails no one on the Power Charts. On another note, we haven't seen this arena motorcycle in the same place since that wall is too moved!



RANK	GAME	COMPANY	WEEKS	SCORE
1	GOLDENEYE 007	NINTENDO	2	45
2	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	37
3	EXCITEBIKE 64	NINTENDO	—	1
4	TOMY RAVE'S PRO SKATER	ACTIVISION	6	3
5	POKEMON STADIUM	NINTENDO	2	4
6	PERFECT DARK	BAPE	—	1
7	SUPER SMASH BROS.	NINTENDO	5	15
8	OSAMA BANG 44	BAPE	4	6
9	MIYI WESTLEMANIA 2000	TWO	8	6
10	JET FORCE GEMINI	BAPE	7	9
11	HARVEST MOON 64	MATSUDA	10	4
12	ARMY MEN: SARGE'S REGGIES	3DO	19	9
13	JERRY ANDERSON SUPERBIKE 2000	ACCLAIM	—	1
14	MARIO PARTY 2	NINTENDO	9	2
15	SUPERBIKE 2000	EA SPORTS	—	1
16	RAJU-KAZOUE	BAPE	12	25
17	RAINBOW SIX	RED STORM	—	5
18	RESIDENT EVIL 2	CAPCOM	18	6
19	ARMY MEN: AIR CORPS	3DO	—	1
20	STAR WARS: REBEL SQUADRON	LUCASARTS	14	19

GAME BOY TOP 10



The top four slots haven't moved at all since last month, and it looks like the Pokémon Trading Card Game is settling in for the long haul. But wait, what's that in the number eight slot? Could it be another motorcycle game?



RANK	GAME	COMPANY	WEEKS	SCORE
1	POKEMON (R, B, Y)	NINTENDO	1	22
2	THE LEGEND OF ZELDA: LINK'S AWAKENING DX	NINTENDO	2	19
3	POKEMON TRAINING CARD GAME	NINTENDO	3	3
4	POKEMON PINBALL	NINTENDO	4	12
5	JAMES BOND 007	NINTENDO	6	29
6	ARMY MEN	3DO	8	3
7	SUPER MARIO BROS. DX	NINTENDO	5	8
8	NO TO CROSS MALICE 2	ASIAN	—	1
9	SUPER MARIO LOMB 3: SIX GOLDEN COINS	NINTENDO	7	91
10	FINAL FANTASY LEGEND AM	SQUARE	—	42

1. DOLPHIN
2. THE LEGEND OF ZELDA: MAJORA'S MASK (1994)
3. POKEMON GOLD & SILVER (JUNE 2001)
4. MARIO TOON (1994)
5. ZELDA: TRYPHOSSE SERIES (JUNE 2001)
6. GAME BOY ADVANCE
7. ARMY MEN: SARGE'S REGGIES 2 (1994)
8. REY YOU, PIKACHU! (1997)
9. MEGA MAN 4 (1994)
10. POKEMON ATTACK (1994)



MOST WANTED



SEPTEMBER'S SURFIN' SAFARI

It's September, and that means that school is just around the corner. What better way to while away those boring hours in computer class than with a heaping portion of Nintendo.com?

Now with 12 essential vitamins and minerals!



While we always suspect the Mario Bros. more of a just bear mauling, and of pure, big skill with the racket has impressed even the laziest of blue clouds. Now it's your turn.

mariotennis.com

What's the latest sports craze that's sweeping the nation? No, it's not curling. It's Mario Tennis, and it's brand-spankin' new for your N64. So to celebrate our newest guilty pleasure, we're hosting a Mario Tennis tournament at mariotennis.com. If you think you're the finest gamer ever to wield the racket, now's your chance to prove it. Compete with other up-and-comers in the big show from across the nation. Duke it out with dudes from Dulles! Cream cheese from Cali! Launch lob on the lady from Louisville... Well, you get the idea.

Remember, this isn't an online game. You'll need Mario Tennis 64 to participate. As a bonus, the tournament will feature a leaderboard for worldwide bragging rights. Best of all, it's completely free of charge, so matter how many times you visit. Check back with the site often for stats on the most feared netters in the nation, as well as info on all the cool prizes you can win—like grass from the center court at Wimbledon and a night on the town with Anna Kournikova! (Yeah, right!)

MAMMA MIA! IT'S WALUIGI!



He's so bad, he said Luigi's underwear an Eflory. Which raises an interesting question... who bought the stuff?

waluigi.com

He's lean, he's mean, he hates the color green! Yes, with hopes of finally overthrowing Mario's supreme reign as the video game king, Waluigi has enlisted the help of Waluigi. The big fellow with a nasty smirk and burning hatred of good, ol' Luigi finally shows his ugly mug in Mario Tennis, and to mark the momentous occasion we're giving the purple one his very own website! You can check out www.waluigi.com for all

your evil sidekick needs: photos, secret information, and all the wacky hijinks you could ever desire. We're looking to have online

games, too, including the

Waluigi's Toonard Clipping

Party. It seems that

everyone's favorite

mustachioed mis-

chief maker has let

his personal grooming go,

and it's up to you to help

him. Clip those rads good,

and be sure to aim for the jar, or

you'll be left with ragged dippings

and toe jans all over your hard drive.

Booooo!



QUICK BYTES

NEWS

A complete wrap-up of *Space World*, Nintendo's trade show extravaganza, is now available. Get the latest on games and systems, including Game Boy Advance and Project Dolphin. You can be the first on your block with the skinny—unless your neighbors were checking out our live updates from the show.

SITES

You asked, you pleaded, you threatened us with bodily harm. We got the message loud and clear, and info on the Legend of Zelda: Majora's Mask is on the way! Check out Zelda.com for news on Link's latest adventure, and expect a cutting-edge, full-blown Majora's Mask site to be up very soon.



GAME REVIEWS

She'll be in Sydney this month, schooling teens from across the globe, but you can catch her without leaving the comfort of your own home. Min Hamn Soccer 64 is the newest soccer game for the N64, and we'll have a full review on our site. It's more fun than a dropkick to the gut.

STRATEGY

Turok 3 for N64 has been anticipated for months, and Nintendo Power's got the goods on the Pleased clan's latest adventures. Discover the newest weapons in the Turok universe, learn all about the dreaded Oblivion and get ready to lock and load.

CONTESTS

Get your rackets string for the Mario Tennis tourney. We've also got contests for Barbie's Fashion Pack Games and Dragon Warrior I and II on Game Boy Color. Check out our website for all the info on how to win riches beyond your wildest dreams, or at the very least some goody kink to impress your friends.

GAMEBOY.COM

If you haven't yet visited Gameboy.com, you might as well make it your computer's first destination. For this month it's full games of Nintendo's latest offering, Disney's *The Little Mermaid*, at *Pinball Fantasy*. We'll have the lowdown on all the titles, special games and added games that you'll need to become a true pinball wizard. And, if you're lucky, we might even break into our highly choreographed musical extravaganza, "Under NIP!"



PERFECTDARK.COM

Who's the secret agent with a silky smooth British accent, blue leather pants and a website all her own? Joanna Dark, of course, and we've got the inside story on her latest adventure, *Perfect Dark* for Game Boy Color! Check out perfectdark.com for amazing Flash presentations, spoozy audio clips, the complete guide to characters, and tons a hint or two! The site is rated Mature, which means you must be 17 or older to visit.



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POKÉMON

GOLD VERSION & SILVER VERSION

CATCH 'EM BOTH



THE EXPANDING WORLD OF POKÉMON

The new adventures of the Gold and Silver versions of Pokémon will commence on October 15th when the games are released in North America. But Nintendo Power wanted to give you a head start this month with an introduction to the new features and a walk-through of the early areas of the games. Newcomers to the world of Pokémon will learn all the basics while veteran Trainers will see how the Gold and Silver versions differ from the earlier Red, Blue and Yellow versions. At the heart of the games are the Pokémon themselves—wonderful, often magical creatures that are studied, collected, trained and traded by devoted humans. The adventure begins when a

talented young Trainer (that would be you) is given a chance to help Professor Elm in his Pokémon studies. As you explore the caves and wilderness areas of a region known as Johto, you'll collect and train your own stable of Pokémon and test your abilities against the finest Trainers in the world. There's mystery, humor, challenge and hours of fun waiting around every bend in the path. Let's get started!



Everyone's having fun battling!



DMW

The game begins at home. Your mom is downstairs, wanting to give you your new Pokémon—set of tools that will help you during your adventures. Dawn's treasures will call home regularly.



I've backed you all the way!



PROFESSOR ELM

The Pokémon researcher has collected several new kinds of Pokémon. He's also interested in trading Pokémon, and, best of all, he wants you to help him in his studies with new Pokémon.



Elm! Don't give up!



YOUR RIVAL

Your Rival (who you will name in the game) also hopes to become a world-class Pokémon Trainer, but he goes about it the wrong way. He'll be interested in catching Pokémon battles at any cost.



Well, I may have a head POWERRR!

THE MANY FACES OF POKÉMON

The first two versions of Pokémon, Red and Blue, contained subtle differences, the most important of which was that some Pokémon appeared in just one of the games. The Yellow version introduced a new graphic style, a new play balance, and Pikachu as your constant companion. In each of the first three versions, players visited the same areas, spoke to the same people, and were able to trade Pokémon freely from Game Pak to Game Pak. The Gold and Silver versions represent the biggest departure yet from the original versions. There are dozens of new Pokémon to discover and a vast new region to explore, filled with new people, towns, secrets and adventures. Whereas Red, Blue and Yellow were variations of each other, Gold and Silver are truly new games.

IMPROVING ON PERFECTION

As incredibly fun as the Pokémon experience was in Red, Blue and Yellow, it's even



Red & Blue Versions



Gold & Silver Versions

better in the new versions. The most obvious improvement is that the graphics are made for Game Boy Color. Everything in Gold and Silver just looks better. Another big improvement was made to the Backpack where your Poké Balls, TMs and other items are stored. In Gold and Silver, it's easy to rummage through and you won't run out of space all the time. The inclusion of an Experience Meter that shows how much



Red & Blue Versions



Gold & Silver Versions

more experience you'll need to reach the next level for a Pokémon is extremely useful. Pokémon veterans will be happy to hear that they can activate special moves such as Cut or Surf with the B Button and items such as the Bicycle and Old Rod by simply pushing Select if the move is registered.

TIME FOR A CHANGE

Improvements to the mechanics of the game such as those mentioned above are just the



Gold & Silver Versions



Yellow Version



Gold & Silver Versions

beginning of what the designers and programmers at GAMB FREAK did to make the Gold and Silver versions the best Pokémon experience yet. The introduction of the clock and calendar is the most dramatic change. The Game Pak

itself keeps track of the time of day and the day of the week. Night falls at six o'clock in the evening, for instance, at which time you may be able to meet Hoopst where during the day you found only Pidgey. The calendar function is used for schedules because some things may be available on a particular day or on certain days only.

NEW POKÉMON

Perhaps the most exciting additions to the Gold and Silver versions are the new Pokémon. There are now types, new moves, new evolutions and much more. Veteran Trainers will find the original Pokémon, as well.



GOLD VS. SILVER

No two existing Pokémon games are exactly alike, and that holds true with Gold and Silver, as well. Both version features several cosmetic differences. For instance, the art depicting each Pokémon in the Pokédex is different in Gold and Silver. The text describing each Pokémon is also unique in each version of the game. Other differences are seen in the opening screens where Lugia or Ho-oh appears.

PLAYTHINGS

The most important differences between the games have to do with the Pokémon

that are found in each version. Lugia, for instance, is easier to find first in the Silver version while Ho-oh is found first in the Gold version. Some Pokémon that are found in Gold won't be available in Silver unless you trade for them. And as for the Pokémon, some have to be traded to evolve into certain forms, so the trading aspect itself is part of catching 'em all. For trainers who want the full experience of Pokémon, both the Gold and



Gold Version



Silver Version

Silver versions are part of the whole, whether you own them yourself or trade with a friend who owns the other version. In either case, Gold and Silver complement each other perfectly.

THE ADVENTURE BEGINS

For new Pokémon Trainers, the next few pages contain most of the basic information needed to play the game. Veteran Trainers will get a chance to see how Gold and Silver differ from the earlier versions of Pokémon. You'll learn how to set up the game, explore towns and routes, battle Trainers and wild Pokémon and get through the first Gym battle in Violet City.

SET IT UP

Time plays an important role in the Gold and Silver versions of Pokémon. In fact, the game begins with Professor Oak asking you for the current time. When you enter in the time, it'll set an internal clock in the Game Pak that will tick away the hours and days as long as you play. In addition to some graphics and sound options, you'll also have to enter in your name, the day of the week and the name of your rival.

TEXT SPEED: TEXT
 BATTLE GO: NONE
 BATTLE STYLE: NONE
 SOUND: 16-BIT
 PRINT: 16-POINT
 MENU ACCENT: NORMAL
 FRAME: 10N
 CANCEL: TYPE 2

Even before you walk up the professor, you can set options such as text speed, battle style and the frame design for the text boxes.

DAY: SUNDAY
 Y: 10:00 AM
 I: 10:00 AM

After waking up Professor Oak, you'll need to set his clock with the correct hour and minutes of the day. Use the actual current time.



NEW BARK TOWN

The sign for New Bark Town reads, "Where the winds of a new beginning blow." Your house is there, as is Professor Elm's lab and several other houses. From time to time you'll return home, usually when you receive a phone call on your new Pokégear.



OSCAR: Received pokégear.

Your mom is waiting to say good-bye downstairs in your house. She gives you your new Pokégear and explains how to use the phone.



ELM: DO YOU WANT TOTODILE, the

Professor Elm asks a task for you to visit Mr. Pokémon—and he's willing to give you one of three Pokémon to be your partner.

ROUTE 29

After selecting one of the three Pokémon, you'll leave New Bark Town along Route 29. Plus on battling wild Pokémon in the long grass and building up the experience of your Pokémon. You won't be able to collect wild Pokémon until a little bit later when you get some Poké Balls. After Professor Oak gives you the new Pokégear at Mr. Pokémon's House, you'll be able to use it to get the scoop on all your Pokémon.



Walk up and to the right from the boy who asks how your Pokémon's doing. You'll find a Poké Ball with a Porygon inside.



Fruit-bearing trees usually contain useful berries. Pick up on the tree and absorb by pushing the A button.

POKÉMON BATTLES

Battles between Pokémon take place in the wild or when you meet a Trainer who wants to fight. The opposing Pokémon appears first, then your own Pokémon—the Pokémon at the top of your list—is tossed into the battle. The battle takes place in turns. When it's your turn, you'll have the option to fight, switch Pokémon, use an item or, if you're fighting a wild Pokémon, run away. If you choose to fight, you'll select one move from your Pokémon's move menu. Each Pokémon can lose up to four moves. Some moves cause damage to your opponent, while others may have a special effect such as putting to sleep. Whenever a Pokémon loses all of its HP (Health Points), it will faint and lose the match. The winner will earn experience that helps the winning Pokémon grow stronger.



* Indicates that you've captured one of these Pokémon.

CHERRY GROVE CITY

Cherrygrove City is the closest town to New Bark Town. You'll find a Pokémon Center, a Pokémon Mart and a number of talkative people. Stop in at the Pokémon Center first and heal up your Pokémon. Pokémon Centers also have PCs where you can store extra Pokémon. If you want to trade Pokémon with other Trainers, Pokémon Centers are the place to do that, too. The Pokémon Mart is a store where Trainers load up on useful supplies such as Potions, which heal hurt Pokémon, or Awakening, which wakes up Pokémon that have been put to sleep in battle.

ROUTES 30, 31

Route 30 leads to Violet City and Mr. Pokémon's house—your first goal. You'll find Trainers who want to fight if you head toward Violet City, so make sure that you have healthy Pokémon before setting out from Cherrygrove City. After visiting Mr. Pokémon, you'll receive a desperate phone call from Professor Elm. At that point, you should rush home to New Bark Town. You'll discover that your Rival has stolen one of the professor's Pokémon. You'll also receive five Poké Balls, which allow you to begin collecting Pokémon in the wild. Route 31 passes through a building on the outskirts of Violet City.

VIOLET CITY

Violet City contains the first Gym and a mysterious place called Sprout Tower. You shouldn't just march into town, expecting to win a badge and other goodies. Spend some time in the field collecting Pokémon with your Poké Balls and building up their levels before tackling the challenges of Violet City. After defeating Falkner, the Gym Leader in Violet City, you'll get a call from Professor Elm, who has another assignment for you. When you visit the Pokémon Centers—in Violet City and elsewhere—you can store one or more of your Pokémon in Bills' PC. Why would you store Pokémon? Because you can bring just six Pokémon with you at a time.



Your POKEMON are fully healed.

Go to the main counter at the Pokémon Center and ask to heal your Pokémon instead. Your Pokémon will become fighting fit in no time.



OK, thank Follow dog

Visit the Real Guide to learn about the basics of life such as Pokémon Centers and Pokémon Marts. He'll give you the Map Card, which activates the Pokémon's map function.



??? WANTS TO BATTLE!

Returning through Cherrygrove City on your way to see Professor Elm, you will see Mr. Pokémon, who'll encounter your rival for the first time.



Drew received POKEMON

Mr. Pokémon's house is on the main path on Route 30. Mr. Pokémon will give you his most recent discovery, but it also receives a new Pokémon from Professor Elm.



OSCAR got POK for winning!

The Trainers along the path on Route 30 will test your skills as a Pokémon Trainer. You'll win money and experience with every victory over a Trainer.



OSCAR used the POKÉ BALL.

Use a Poké Ball while battling wild Pokémon only if your job's HP is very low. If you catch the Pokémon, wait! It then starts building its levels.



PIDGEY used GUST.

Sprout Tower is home to seven bosses who battle mostly using Bell Sprout, although the highest shows up several times. If you have a Pidgey with Gust, speed to blow away the competition.



The Violet City Gym is home to Trainers who love Flying-type Pokémon. Fortunately, none of their Pokémon are over Level 9. You'll face only five Pokémon in the Gym.



I'm going to train harder to become

After defeating the Gym Leader, you'll win badge. Badges have special functions. They may help you control Pokémon or save moves outside of battles.

CHIKORITA



Chikorita, a Grass-type Pokémon, will provide a challenge if you choose it to start the game. It begins with Tackle and Growl, then it will learn Razor Leaf at Level 7, Reflect at Level 12 and Poison Powder at Level 15. Chikorita may seem vulnerable, but if you use Reflect and Growl to reduce the impact of opponents' attacks, you'll be fine.



If you give Chikorita a level and use Reflect to increase your defense, you'll be fine even against Flying-type Pokémon.



Surprisingly, Razor Leaf works very well against your Flying-type opponents in the Violet City Gym.

CYDAQUIL



If you choose Cyndaquil in Professor Elm's lab as your first Pokémon, you'll have an easy time getting started. Cyndaquil begins with Tackle and Leer, and the fire-type mouse soon learns Smokescreen and Ember, which lets you toast the Grass- and Flying-types that abound in the early going.



Cyndaquil will burn through Snorl through Smokescreen and Ember, and you'll be able to take on the ramboldy Ember attack at Level 12.



The Trainers in the Violet City Gym, including Falkner, stand no chance against Cyndaquil if it has Ember in its arsenal.

TOTODILE



Totodile, a Water-type Pokémon with crocodilian features, shouldn't have many problems in the early game as long as you build up its levels to 20 or higher. Starting out with Scratch and Leer, Totodile learns Bite at Level 7 and Water Gun at Level 15.



The Red Spout in Sprout Tower could be a challenge for Totodile if you don't build up its levels before going in to battle.



Even in the early going you should balance your attack with captured Pokémon such as Pidgey, Rattata, Hoothoot and Bellsprout.

WHAT'S HATCHING

Waiting for the Gold and Silver versions to arrive is just as difficult as waiting for a Pokémon to evolve, but you can ease the pain by picking up a gift CD-ROM when you preorder Pokémon Gold or Silver at participating retailers beginning August 20th. The CD-ROM includes movie clips and music, screen shots from Gold and Silver, a special offer for a Nintendo

Player's Guide and Pokémon trivia. There's a contest, too, with a \$20,000 scholarship Grand Prize and 101 daily prizes that you can check out online at nintendo.com. Next month, Nintendo Power will have more strategic coverage of Pokémon Gold and Silver. ☺



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007

The World Is Not Enough™



RP: HOW IT RATES

Rated Teen, the World Is Not Enough includes violence and sexual situations that the ESRB has deemed inappropriate for children under the age of 13.



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BOND LIVES TWICE ON N64

If you're ready to chuck those first-person shooter combat boots for some hand-made leather oxfords, Electronic Arts has the game for you. James Bond will soon return to the FPS world with all his style and stealth intact. Don't misunderstand us—this game has all the white-hot action you expect from the genre, but it also has a hero with ice water in his veins and starch in his cuffs. As with every new Bond adventure, the plot is surprising

and unique. This time around, 007 must stop a madman who is holding the world hostage with a weapon of mass destruction. Also, the girl-next-door types and standard street thugs have been replaced by beautiful, exotic women and colorful villains. OK...so the plot is always the same. It doesn't matter. The thrill is in the details—and we've got details galore in part two of our exclusive advance look at the World Is Not Enough (TWINE).



HOW MUCH IS ENOUGH?

Developer Eurocom has shaken and stirred things up by adding some new features to the objective-based missions first seen in Rare's classic GoldenEye 007. As the previous Bond game did, TWINE closely follows the movie's story line with settings and self-contained missions that highlight important plot twists.

SHIFTING TARGETS

The best secret agents are those who can think on their feet. Bond always begins a mission with a list of tasks to perform, but he's flexible enough to adjust to changing conditions. As you interact with your environment in the game, new priorities will arise. New tasks are often added to your objectives list in midmission.

THE WORLD IN REAL TIME

Enemies are randomly positioned at the start of each level, providing a marginally fresh experience each time you fire up the Game Pak. Cinema sequences are generated from game data, so you may see differences each time you play a mission. The hundreds of lines of voice messages also add to the realism.



You won't be able to sleepwalk through TWINE's levels, even if they're harder to you, thanks to random positioning of enemies and bystanders. The absence of cutscenes helps to enhance replay value.

Submissions: duffy@igmp.com, duffy@igmp.com, duffy@igmp.com



In addition to providing cinematic sequences with voice, some levels feature characters who broadcast important information to your spyglass about mission objectives.



LOVE THE FILM

TWINE's developers have painstakingly recreated many of the settings from the movie to give the game greater authenticity.



You control the game, but the game also follows its own story line. Do prepare to adapt to twists and turns in the plot.



SWEPT OFF YOUR FEET

Despite the lack of vehicles, TWINE allows for great flexibility getting around on your feet—be off them, as the case may be. Many missions require you to jump between platforms, and one mission involves an underwater swim through a sunken submarine.



VERSATILE ARSENAL

Although *TWINE* isn't excessively gory, James Bond lives in a violent world that requires him to use a wide variety of weapons. As in most first-person shooters, you pick up the best guns after enemies drop them.

ALTERNATE FIRE

Many weapons in the game have two different firing patterns. For example, full automatic is the M&B's default setting, but you can also fire three-round bursts.



M&B MAR-9&L

The MAR-9&L is among the more versatile guns of your arsenal. Automatic fire will handle most duties, and the Impact Grenade function is useful against multiple enemies.



PEST SPRAYS



TMP

The TMP pump is among the first full-automatic weapons you'll find in the game. It isn't powerful, but it averages a lot of bullets.

There are a lot of them and only one of you. Sometimes, you need to even the odds with a fully automatic weapon. You'll find plenty to choose from in the litter of defeated enemies' guns.



KA-57

Pump-action KA-57s are powerful but not particularly accurate from long distances. They work just fine up close.

IT'S A BLAST

Just because you can't drive a tank in *TWINE*, that doesn't mean you can't benefit from superior firepower. Several different missile launchers and grenades will give you the pyrotechnic muscle you need in your missions. Just don't stand too close to your targets.



SPECIAL 12

The ultimate six-chamber weapon, the Special 12 has unmatched stopping power. From long distances, you're unlikely to hit, or stop, anything.



BULLPUP

It's bigger than a bread box, but it still is like one. One of those, however, don't fire devastating gaudy missiles.



HAND GRENADE

Hand Grenades come in Sticky, Stun and Frag varieties. First, respectively, stick to walls, stun enemies with light and explode.

The post in *TWINE* range from the ordinary to the exotic, like the PDW-99. The oddly shaped subcompact gas has an extremely high rate of fire.

CONFIDENTIAL RELEASED 910-98

SMALL BUT DEADLY

Bond doesn't like to carry around heavy ordnance unless it's absolutely necessary, so you'll need to make do with pistols for much of the game. The Wolfpack P&K, preferably silenced, is his gun of choice.



WOLFPACK P&K

Enemies may start calling you Dirty Jimmy after you start using the hand cannon. It fires slowly and loads only six bullets, but it's usually all it takes to stop someone.



DELTA 903

The Delta 903 crossbow boasts a decent range and holds up to five bolts. In its magazine, making it an excellent weapon for silent sniping.

PICK 'EM OFF

Many weapons offer telescopic sights, but only a few are uniquely suited for sniper duty. Some of them—like the highly accurate, bolt-action Suisse SSR 4000—are dangerously slow to reload.



SSR 4000

The Meyer Bullpup has a huge advantage over other sniper rifles with its large magazine and fully automatic firing option.

THE Q FACTOR

You'll need more than run-of-the-mill weapons to complete TWINE's diabolical missions. Luckily, MI-6's super secret Q Division is on the job, connecting clever contraptions to help you out of sticky situations.

WATCH THIS!

Who knew you could fit all this stuff in a wrist-watch? The standard Q division timepiece can knock people out and help you scale walls. Future versions will also brew a rich cup of coffee.



• REMOTE LOCK WATCH

The watch has a miniature grappling hook connected to a high-strength line. If you attach the hook to certain surfaces, you're able to effortlessly climb the wall.



• BODY HULLER

You can fire fire away they may deliver this from the watch when you don't have a weapon handy. The shots are so loudly quiet and, therefore, useful when stealth is required.



• CUSTOMER LASER WATCH

Normally, we would suggest you put an safety glasses before operating a high-powered laser, but, hey, you're always first.



• SCRAM WATCH

If your witty comebacks don't leave them speechless, whip out your scam watch. It delivers a high-voltage—but harmless—electrical current to your enemies or friends.

You won't get to control the Q Boat or the specially enhanced BMW in the game, but they play prominent roles in several of the game's cinematic scenes.



• Q BOAT

SPECIAL SPYWARE

Q Division will supply you with specialized equipment when the task demands it. Be sure to check your gadget inventory at the start of a level. Your supplies can give you hints about how to accomplish specific objectives.



• X-RAY GLASSES

If only the cops could see walls, breaks wouldn't be so well. Put on the X-ray glasses to see through walls. They'll give you the jump on anyone when you get to the other side.

• INTERCOMBUSTION

The old car escape method of salooning hasn't worked in modern, electronic safes, so Q Division developed a device that automatically opens them.



• BODY VISION GLASSES

Maybe he's telling you well. "Hey, I can buy DVDs on how shopping clerks do." Sure you can, but they aren't exactly as nice as the Q-train version that don't wear.



A BONDING MOMENT NP

A full aside of strategic tips for TWINE is on the way in a later issue, but, for now, take a look at our walk-through for the first mission to get a feel for the game. We've also provided a selection of future missions to prepare you for the dangers ahead.

1 AGENT 2 SECRET AGENT 3 00 AGENT

COURIER

The first mission takes place inside a Swiss-owned bank in Hilbon, Spain. You're there to investigate the slaying of a fellow 00 agent and recover money used to purchase Russian nuclear secrets. There are no Secret Agent Objectives.



1 COLLECT EQUIPMENT FROM THE SAFETY DEPOSIT BOX



MI-6 agents have already planned the items you'll need for your mission: a safety deposit box at the bank. As long as you keep your weapons hidden, the guards won't give you any trouble on the way. Use the Appointment Card to enter through the security checkpoint.



2 MINIMIZE CIVILIAN CASUALTIES



The offices are filled with relatively innocent bank workers—which can be a nuisance when the bullets start flying. Angle your attacks so there are as few civilians in the line of fire. If you hit one, your mission will fail.

3 COLLECT SIR ROBERT'S MONEY



Your first meeting with a banker named Luchino will quickly turn ugly during a mid-mission camera sequence. You'll be faced with two armed guards



and you require neutralize the Flash Bang Gun to stop them. You'll need to fight through more guards then complete Objective 2 to reach the actual money.

4 OBTAIN A SECURITY SWIPE CARD



The Swiss Guards are locked inside a subzone of the office, near Luchino's office. Eliminate any guards who may hinder you, then use the Infiltrator to get the card. Equip the card outside one of two secure rooms. Use the card with the guard inside. There is no guard on Agent level. The money is in a briefcase on the table.



5 DESTROY THE VIDEOTAPE BACKUP



The second room requiring a Swiss Card contains the bank's video tape backup system. Destroy any guards they find. The magnetic box is the core. Activate your Data Scrambler near the box to destroy the video evidence.

6 ESCAPE FROM THE BANK WITH THE MONEY

When the other objectives are complete, finishing the mission will be a fairly simple matter of fleeing the bank without injury or capture. You can take the stairs or the elevator, depending on how strenuous the rest of the mission was for you.



MI-6 THE MISSION

MI-6 and company will show you a training course to the start of each mission. MI-6 information usually puts the mission into the formal context of the story line. It will also bring in tall your own team your supplies.

CITY OF WALKWAYS

Zukovsky's dockside carver warehouse is the scene of a two-part mission in the game. Much of the action is designed like a first-person platformer: Hit switches to open doors and lower bridges.



You'll spend a lot of your time fighting enemies on the docks, but the biggest threats are the batty new-tech helicopters circling the area.



TURNCOAT

Zukovsky's right-hand man, Bullion, is actually a traitor working for archvillain Renard. You'll need to pursue Bullion through the crowded streets of Istanbul as his henchmen take potshots at you. Follow his route closely to avoid mission failure.



COLD RECEPTION

Cold Reception will send you hurtling down the side of a mountain on skis. You have limited control over speed and lateral movement, but essentially you just shoot at targets as you streak toward them.



Random paratroopers have a variety of interesting attacks—most of them are on skis, but some swoop down on parachutes or low past you on snowmobiles.



MIDNIGHT DEPARTURE

You'll need plenty of nerve and bullets to get through the outdoor Midnight Departure mission. Night Vision Goggles are a must as you search for an airfield in a forest filled with enemies.



In addition to grabbing your enemies' discarded weapons, you can win a powerful mounted machine gun to fight off squads on a bridge.

A SINKING FEELING

Snatch is critical to success on A Sinking Feeling. Your timing needs to be perfect to sneak past multiple guards then infiltrate Renard's stolen submarine. After rescuing Dr. Christman Jones onboard, take control of the sub before moving the Russian crew to a safe place.



HUNTING PARTY

The story line may be what attracts you to an FPS title, but it's the multiplayer action that keeps you coming back for more. TWINE serves up a heaping helping of interesting scenarios and 15 compelling arenas, giving you hundreds of possible bonding experiences.

SELECT-A-SPY

TWINE doesn't allow you to tinker with many of its preset multiplayer options, but there are enough scenarios and weapons combinations to keep most battle nuts happy. Scenarios include Golden Gun, Capture the Briefcase, Tom King of the Hill and Arena.



A solid logging number of scenarios available means you can play as virtually every character in the game—from child-wars to Elkins King on skis to a bee drone.

FROSTBITE

There is more to Frostbite than first meets the eye. The snowy wasteland conceals a network of underground tunnels, and the trench in the center of the area offers an excellent defensive position.



ISTANBUL

Stalk the mean streets of Turkey in a large arena. Because of the many walkways, rooftops and open courtyards, Istanbul is particularly well-suited to sniper battles. Elevators allow for dramatic ambushes.



— DORRDAY
— KIRKWOOD
— SCHINDLER



SKYRAIL

Moving ski gondolas are the central feature of the Skyrail arena, shown above, allowing you to snipe at opponents as you glide up the mountain. Although the gondolas offer a little cover, you'll have nowhere to run when under attack.



AIR RAID

Air Raid is extremely silly and a lot of fun. Fight on and inside two jets as one refuels the other in mid-flight. It's a long way down if you make a misstep, but, amazingly, there's no wind resistance.



Someone was thoughtful enough to mount a high-powered machine gun on the wing of the refueling jet, allowing you to pick off opponents as they move across the fuel line.



WELCOME TO OUR WORLD

If you want to know more about Bernard's evil scheme, check out our in-depth strategy review in the November issue of Nintendo Power. Our intelligence reports are nearly complete, but we're revealing information

about TWINE strictly on a need-to-know basis. Since aspiring 00 agents will not get a crack at the missions until the game's November release date, you'll need to remain on alert for the next few weeks. 

FLICK THE COMPETITION



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SPORTS

NFL
QB CLUB
2001



18-year-old QB / clutch catch



All over the place: Charge leaders for leading through defenders



Even without replay*



PlayStation 2 and Xbox

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Just Like Watching TV?

Great graphics don't always make a great game, but it's human nature to judge a book by its cover. Visual beauty enhances the gaming experience.



OK, this is Game Boy—what do you expect? The playbacks are colorful and clear, but the players are very flat.



QB Club is the obvious winner in the graphics category. The details regarding the lighting and shadows are brilliant, and the game play is no longer choppy or distracting.



Madden's graphics have improved slightly, with more depth and shadows added to the players, but the images are still regular and the shadows are simple red flat.



Blitz's images are even more blocky than Madden, because they must be able to move in just a frame's pace. Still, the wild action makes up for the lack of visual panache.

Games within the Games

These days, the basic Exhibition and Season Modes are not nearly enough to satisfy a hungry gaming audience, and features such as detailed stat tracking, create-a-player and league drafts are required but no longer fresh and exciting. Nflgim fans rejoice—all three N64 titles have added something a little out of the ordinary for the new season.



It may be called Blitz, but don't expect it to be anything like the arcade. The action is much slower than that of its N64 counterpart, and the hilarious tactics and sound effects could not be replicated on the Game Boy. Still, the practice mode is useful.



Crunch Time



Of all the new features, QB Club has the coolest. You're thrown onto the sidelines of a losing Super Bowl team with the job of coming from behind and winning history's Maybe the Game. Madden will lead the way, and the Titans will win Super Bowl XXXV.



Madden Cards



Show off your skills by collecting digital cards that you earn after accomplishing various tasks on the field. The more challenging the feat, the more points you'll earn (depending on which of four levels you play). The cards can even be traded.



Party Games



When you have a crowd of fans who want to get in on the action, Blitz's Party Mode will keep everyone entertained without letting them to wait through an entire regular game. The QB Challenge is a one-player drill that tests your speed and accuracy.

The X's and O's

Some games are stat junkies, demanding in-depth tracking, while others care more about realistic graphics or speed of game play. Read on to discover which games contain your favorite features.

Camera Angles
Special Teams
Custom Creations
Number Crunch



QB Club gives an impressive amount of statistics, including complete individual and team numbers. (Score totals exclude penalty yards because they're tallied.)



New teams, profiles and player cards are included. The custom-team feature is a nice touch, but custom players are limited by the number of skill points.



Align the arrow prior to the power meter to aim before beating the ball. Kicking field goals is easy to master in this game.



If you're an aspiring TV producer, QB Club is the game for you. It has 12 different cams, including one on each goal post, and you can create your own view.



Not only does Madden record lots of stats such as red zone success rates, it hands out awards and nominations as an All-Madden team.



You can assign any three three-point profiles and playbooks to your chosen team, or you can mix and match profiles and playbooks.



Madden can't quite present the most challenging kicking game. The power meter moves at light speed, and you're not allowed to aim the kick until after the snap.



With everything cramp the sideline tables to the flag clip available, it seems like a real FOX broadcast. But does anyone use those crazy angles?



Only team totals are tracked during season play, and rankings are a bit of a little consequence. For example, Cleveland can perform just as well as St. Louis.



Worse than 100 player and many-over-the-top stats were going to be added this season, but those ideas seemed to have been tabled. Too bad.



Blitz is all about simplifying the experience, and you won't hear many complaints about that. PAs are included, and there's no wiring required for field goals.



There are no custom angles, but there are camera automatically zooms toward the action of the field. For passing games, a zoom-out factor would help.

NFL
QUARTERBACK
CLUB
2001

QB Club doesn't allow for custom plays as its competitors do, but you can still build your own play book consisting of diagrams from the in-game level of NFL.



The detailed graphics make QB Club's replays worth watching, but, unlike NFL, the contrast isn't as stark as Madden's. We'd give a few extra buttons.

MADDEN
NFL

Each new coaching profile allows for the creation of individual plays. The play editor is not so taxing, taking you step-by-step through each player's route.



Madden's PR features a very slick, it allows you to sign the field 360 degrees and zoom in and out with ease, revealing you that the 16-bit days are long gone.

BLITZ
NFL

With only ten seconds between plays, it's a good thing Blitz's playbooks are limited. When you're sick of running the same routes, create your own wildplays.



There's no ill in Blitz, and that's a shame, because it would be fun to see these wacky plays in action. These replays might disrupt the game's frame pack.

Chalk Talk

Instant Replays



Midway was nice enough not to forget about the Game Boy audience, delivering a travel-friendly version of Blitz for 2001. The playbooks are nearly identical to the N64 game's and the rules are the same, but that's where the similarities end. Nonetheless, it should satisfy your football craving when on the road.

Statistical Breakdown



After you select a team to play with, its relative to several categories will be displayed. Four pages of statistical results are provided between after each half of a game. There's also a Season Mode, but detailed stat tracking is not available.

Bird's-Eye View



We're back in the 2-D world now, and there are only two camera angles available. The default is the hump cam, and the alternate is an aerial, or-bird view. Neither angle allows except of the field, as receivers run off screen as each play.

Familiar Routes



If you're a Blitz veteran, you won't have to worry about learning new plays. The diagrams should be familiar, although they may be renamed in the same way. For example, the QB can't scramble, as in the N64 version, and a few gets snicker.

Video Highlights



Striving to look at the whole-team football spirit, the highlight reels introduce, as you'll be able to see the video clips shows after a set game-breaking play, such as an interception or touchdowns. The five-action highlights run automatically.

Quick Snaps

All three contenders have unique attributes that set them apart. Do you favor the visual accuracy of QB Club, the variety of features in Madden or the rowdy action of Blitz? We'll help you decide.

Sweet Spots



The collection of very detailed stadiums includes the site of the Pro Bowl in Hawaii. Custom teams even get a field with their logo printed in the middle.

Night & Day



A game's ambience can change when the sun goes down and the lights come on. You can give your team a racy Monday Night Football debut as you want.

Snowball



What is football without a few games in pouring rain or heavy snow? QB Club allows for so-called "harsh" weather settings. Early in open-air stadiums, of course.

Post Bowls



As mentioned earlier, the Historic Simulation Mode is a great way to relive Super Bowls of the past. Accurate logos are replicated from each year.

"BOOM!"

Digital Cards

Play Editor

Sticky Situation



As long as you're not sick of Madden's voice actor all these years, the lively Fox broadcaster team can add a special flair that other football games don't have.



Want a good reason to roll up the score on your opponent? High ratings will earn points for Madden cards. Those blowouts will be interesting until the end.



Shuffling through tough, ingenious playbooks can be a tedious task, not designing your own plays is endless fun. EA's play editor is easy to use and adds great value.



Looking to relive the greatest few minutes with your team done by you on the 50-yard line? The Simulation Mode gives you complete control of the scenario.

1st and Long

Body Slams

On Fire

Brains & Beauty



For any of you Blitz regulars out there, it takes 30 yards to get first down in this game. That's because a successful play typically results in 10-20 yards!



No pass interference, no roughing penalties, and no unsportsmanlike conduct flags—maybe Blitz is what inspired the start of the XFL in the Football League?



As in NBA Jam, a streaky player will get hot and catch fire—literally. Blazing players are nearly unstoppable, so get them in the ball before they start to cool.



At the end of each quarter, the most unlikely of sources will offer a few words of wisdom. Don't scoff at the cheerleaders—they know what they're talking about.

Scouting the Field

After countless hours of studying the competition, we've broken them all down into one easy-to-read chart to make sure you get the features you want.



Multiplayer Modes	4	5	6	0
Team Stats		X	X	X
Team Rankings	X			
Player Stats	X	X		
Create-a-Player	X			
Trade/Free Agency	X			
Instant Replay	X	X		X
Create-a-Play		X	X	
Custom Playbooks	X		X	
Custom Profiles	X	X		
Camera Options	X	X		X
Simulation	X	X		
Exhibition Play	X	X		
Arcade Play			X	X
Minigames	0	1	3	0

Power's Pigskin Picks

Scott Pelland

Blitz is great fun and its Party Mode makes it the best multi-player sports game in town, but if you want the real NFL experience from the front office to the trenches, you've got to go with Madden NFL 2001. That's my pick.



Jill Anderson

Fifty-foot handles, outrageously deep and tackles, hot streaks that rate are unbelievable power—these are what make Blitz my pick for 2001. The fast-paced football action makes Blitz much more exciting than the rest.



Guy Bacci

Blitz does exactly what a video game is supposed to do. It draws you in emotionally and keeps your fingers moving. It's a hands-on thrill, not at a time when most other sports games play for unnecessary features and hot graphics.



Post-Game Comments

Blitz's relatively new approach to the genre clearly impressed our judges. But to become more than an NBA Jam-type fad, Blitz will need to add management options and statistical depth—two areas where Madden rules. QB Club improved its game play and crushes the competition in the field of graphics. **T**



His Body Exists In The
Mundane World.
His Spirit Resides
On A Higher Plane.



In Between Is Chaos.

In this, the first traditional RPG for N64, a young man embarks on a seemingly impossible journey to discover his identity and fulfill his destiny. Can he step off his ordinary existence, his obstacles and find that which he has dreamed about? Or will death keep Aladdin from everything that may be slightly high.



- Real-time 3D environments and beautifully animated characters.
- Unique blend of party-based interlocking and turn-based combat.
- Storyline written by Chris Edger, creator of the pen and paper game DragonQuest.
- Up to 15 characters to add to Aladdin's party.



THQ

www.thq.com

POKÉMON

PUZZLE LEAGUE



With plenty of Pokémon, cool characters from the Pokémon cartoon and a bunch of brain-busting puzzles, Pokémon Puzzle League is definitely in a league of its own!

BLOCK PARTY

Ash Ketchum enters a new kind of Pokémon League in Pokémon Puzzle League for the N64, a place where puzzle solving skills are more important than Pokémon prowess. Make no mistake—while the puzzle action does have a Pokémon cartoon-decorated flair, it is not an ordinary collecting and battling Pokémon game. Pokémon Puzzle League is all about puzzles, with Tetris Attack-style, block-clearing game play.

QUITE A PUZZLER

After you watch the fun Pokémon cartoon intro, you'll enter Puzzle Village, where you can select among the various teaching and game modes. Unless you're a Tetris Attack veteran, you should

check out Prof. Oak's Lab and Mimic Mansion for some tips on how to play. Once you've played for a while, you can check your records at the Pokémon Center.



Puzzle Village



Pokémon Center



Game Settings, Trainer Profiles, Records and Sound Settings are all accessed at the Pokémon Center.

Prof. Oak's Lab



Oak will explain the basics to you, including the controls and the rules for one-player, two-player and 3-D modes.

Mimic Mansion



You can name Mimic's moves to learn how to pull off combos and chains. Super Easy Mode is also here.

PUZZLE MODES

Pokémon Puzzle League features many different modes for any mood, plus another learning mode to sharpen your skills. You can play against a friend or challenge the computer at different

difficulty levels. You can even play an endless game that won't stop until you mess up. Be careful where you wander... Team Rocket is at it again!

One-Player Stadium

In the One-Player Stadium Mode, you battle many different computer Trainers to earn badges and win a permanent place in the Pokémon Puzzle League.

Against the Computer



Many of the Trainers you battle in the One-Player Stadium will look familiar to fans of the Pokémon cartoon: Gary, Brock, Misty, Team Rocket, Giovanni and others will test your puzzle skills.

Two-Player Stadium

Grab a friend and an extra Controller to start battling in the Two-Player Stadium. You can choose between Vs, Time Zone and Spa Service Modes.

Against a Friend



You and a friend can play as any two of the Stadium Trainers, including Ash and Gary! Both players can adjust the difficulty level and add a handicap, so you can balance an uneven match.

Puzzle University

Learn advanced Pokémon Puzzle techniques by solving increasingly complex puzzles in a limited number of steps. Chains and combos are required at the university!

Perfect Practice



Puzzle University is a great place to learn how to use combos and chains of 11 or more by practicing on the small, complex puzzles that make up each stage. The puzzles get very hard in the higher stages.

Marathon

When you're ready for a new challenge and have plenty of time on your hands, try out the Marathon. If you play very well and never mess up, the game won't end.

Going the Distance



The game goes on as long as you keep playing well—it's a real marathon! You have to work quickly, using every trick you know to keep up with the flow of blocks. It can get hectic!

Spa Service

The Spa seems like a nice place to relax, but it's actually a trick from by Team Rocket! Clear all of the blocks above a flashing white line to defeat Team Rocket.

Prepare for Trouble



The Spa Service puzzles aren't very hard at first, since you're dealing only with the blocks you've used here—but the speed your blocks are rising at quickly becomes very fast and hard to manage.

Time Zone

You play against your own best score in the Time Zone, which gives you two minutes to clear as many blocks as possible. That's not a very long time!

Just in Time



The higher-scoring long combos and chains are your best bet in the Time Zone. You have to make quick decisions and smart moves to beat your high score. Pushing the bottom block-up can also be a good idea.

HIGH SCORING SKILLS

You might be able to make it through the Super Easy and Easy levels without using the more advanced Pokémon Puzzle League skills, but the Normal and Hard levels require them. Only luck will keep you in the game if you can't pull a smooth combo or a cool chain.

Combos

A move is considered a combo if it clears four or more blocks at once. Combos can take many shapes, like a double line, a cross or other figures, and can include lines of more than one color. A line of four blue blocks that clears in combination with a line of five purple blocks would count as one nine-block combo.

Five-Block Combo



In this case, you will need to move the red block over to the right twice to form a T-shaped five-block combo. Five-block combos can be T- or cross shaped or a single line of five blocks.

Six-Block Combo



We've lined up the three yellow blocks at the same time as the three purple blocks for a six-block combo.



- 1 Move the black piece to the right.
- 2 Move the black piece to the right.
- 3 Finally, move this block to the left area.

Chains

To create chains, you'll need to plan ahead. Clear multiple groups of three or more blocks, one after the other, to form a chain. Generally, you can create a chain by having blocks fall right into a group of three or more blocks. It's sort of like a chain reaction. The higher the number of chains in a row, the higher the score.

Chain, Chain, Chain



The chain is started by switching a light blue block with a red block, creating a six-block combo. Notice that when that combo clears, it will cause a pair of green blocks to fall and line up with another green block, creating a chain. With practice, much longer chains can be made.

Two in a Row



The chain starts with the red blocks being set. Notice the dark blue block on top of the disappearing set of three blocks. When it drops, the chain will be complete.

Make It Double



When you create a chain, you'll see a number pop up. The first chain you create will earn you double points.



- 1 Move block once to the right to clear the red blocks.
- 2 These blocks will fall down a row to clear a set of three and three blocks.



Skilled Chains

After you've mastered the chains, it's time to give the skilled chains a try. The technique eliminates the element of chance you find in regular chains, and you'll take a more active role in creating them. Move some blocks so others fall to create opportunities for more and more chains. It's hard, but worth it!

Chain Gang



Start the chain with the green blocks. Notice that if you move the increasing green block, the red blocks will clear right after the green blocks do, starting a chain. Pull the red blue block over to set off a couple chain—three chains in a row! That's pretty good.

Chain Link



You have to think ahead this move quickly! If you wait the chain to continue. Here, you'll notice that the disappearing green block is more than for the yellow block to move to the right and the purple blocks to disappear. Perfect!

Stops

As you're playing Pokémon Puzzle League, you'll notice that the blocks are constantly moving upward as more of the bottom of the puzzle emerges. That can be a good thing, but if your blocks stack up too high, you'll lose. You can slow the upward motion of your playing field by creating combos and chains.

Stops Notch



Stops happen when you create a combo or chain. Jigglypuff will appear when you've successfully pulled off a stop. You don't get much of a break with a stop created by an ortho, but it still helps.

Pull out all the Stops



When you keep a chain going, you will create a very long stop. The longer the chain, the longer the screen will pause before moving up. These sorts of stops can make all the difference when you're playing a tough opponent.



1 Move the block once to the right to clear the blocks.

2 Before the blocks vanish, move the block to the left twice to clear the red blocks.

3 Move this block to the left once before the other blocks drop to clear a set of light blue blocks.

4 Move this block to the left once to clear a set of purple blocks.



1 Move the block once to the right to clear the blocks.

2 Finally, move the block twice to the left for an eight-block combo.

3 This block will also drop.

POKÉMON ATTACK!

Your opponents have good reason to pull off combos and chains—for every impressive trick they pull off, a garbage block will make its way to your side of the screen, slowing you down

and maybe even knocking you out! Of course, your opponent will feel the pain if you manage to set some combos and chains in motion. You have to attack to win!

Combo Garbage Blocks

The combo garbage blocks send a block of the number of the combo minus one to your opponent. If you complete a four-block

combo, your opponent will get a three-block garbage block. Work on those big combos to mess up your opponent.

Attack Your Opponent



When you create a four-block combo, a three-block greyed-out bar will appear on your opponent's pile. Your opponent can't clear these blocks and he or she has to clear a row of blocks underneath the garbage block.

When You're Attacked



You can't prevent an attack, so you'll just have to deal with it. Clear rows of three or more blocks underneath the garbage block to break it up into the useful, colorful blocks you're used to.

Chain Garbage Blocks

Chains are harder to execute, so the rewards for them are greater. Complete one chain (you'll see a 2x icon that shows you've cleared two sets in a row)—you will send a garbage block that

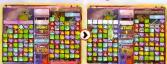
stretches across an entire row to your opponent. The maximum garbage block you can send over is a 12-row garbage block for 12 chains (12 groups of blocks cleared in a row or 1x1).

Garbage Delivery



Set as many chains as possible off in a row to send a large garbage block your opponent's way. This single chain awarded the light blue garbage block on the right. Larger chains mean much longer garbage blocks!

Taking Garbage



You can't fight off garbage blocks, either, so clear them out as quickly as possible. If you play the harder difficulty levels, you can count on very large garbage blocks clogging your way. Watch out.

3-D PUZZLE

Many of the modes, including all of the two-player games and the one-player Marathon and Time Zone Modes can be played in 2- or 3-D. The 3-D puzzle is sort of cylindrical, and you can spin around it to find new places to create combos and chains, which so makes it a little easier. As the game goes on and speeds up, it can become very difficult to keep up with every part of the 3-D puzzle.



PLAY TILL YOU DROP

Like Tetris Attack before it, Pokémon Puzzle League is a fast-paced, challenging puzzle game that can become habit-forming. Unlike Tetris Attack, Pokémon Puzzle League also features some of the sights and sounds from the popular Pokémon cartoon, making it even more involving.



WHIRR, WHIRR
 WHIRR, WHIRR
 WHIRR, WHIRR
 WHIRR, WHIRR
 WHIRR, WHIRR
 WHIRR, WHIRR
 WHIRR, WHIRR
 WHIRR, WHIRR
 WHIRR, WHIRR

by now, you know the drill.



It's addictive. It's frantic. It's a total blast! It's Mr. Driller, the pick-up-and-play puzzle game that's a hunk lot of fun. Strap on your hard hat, fire up your drill and tunnel into action! Mr. Driller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start drilling, there is no chill!

Mr. Driller™

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namco Sega Dreamcast



ARMY MEN

SARGE'S HEROES 2

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ARE YOU PLASTIC ENOUGH?

**BURNING
PLASTIC
IS JUST FEAR
LEAVING THE
BODY.**

Pride. Honor. Really, really small hands. It takes a special kind of soldier to fight in this army. Do you have what it takes?

ENLIST... FOR THE GOOD LIFE!

Enter the military you make your way off the base, store your gear, and walk into the barracks of 3DO's Army Men: Sarge's Heroes 2 for the PC, for the quiet sensation that you've left your old life behind. As they shove your head and dip you in green plastic, that quiet sensation grows almost jaded to the point. This is more than just a way to smash the evil but forces of General Pappert; this is a chance to learn and grow. A chance to become a man. A plastic man.



SEE THE WORLD

In Sarge's barracks you'll experience sights and sounds few have ever seen or heard. Trudge through the remains of a seven-course meal with a five-course machine gun in your hands. Duck and cover in the kitchen behind slices of cheese as you exchange fire with the tan menace. Travel to other corners in a bedroom the size of a city. Perhaps your friends have talked about such places. When you return from your tour of duty, you'll be able to join them, talks with a knowing smile—you've seen it. You've lived it.

FREEZER BURN: A SOLDIER'S TALE

You march with your platoon through a hazy, frost-covered world. But it's an urban wonderland, soldiers—behind the bones of your fat" and ice cube trays full of frozen greens lie hundreds of soldiers just waiting for you to show a moment of weakness. Your senses are on high alert; palms sweat, sweat quickly freezing. Ahead lies the blue portal that will lead you home. Suddenly, the sounds of heavy engines. A machine about the size of a skyscraper is heading your way! Without a second thought you unslung your rifle and squeezed off five rounds, which bounce off its armor like BBs. Quickly you snatch up a rocket launcher and fire. The missile strikes home, sending the overgrown tanker to an early junkyard. It's good to be in Sarge's Army. You've never felt more alive.



Save money for college through the 200 GB HD, and learn skills for life in the process.



Your best enemy training and hard work will prepare you for anything—even genetic robots with flawed hearts.



Where's Plaster? Hates his job looks healthy.

TAN ZOMBIES MUST MELT!

You dive behind a tombstone as grenades explode, thinking once again how fortunate you were in basic training with Sarge. He taught you to be prepared for anything, especially the unexpected. "They weren't expecting a zombie," you think to yourself as you slam a fresh magazine into your large anti-machine gun, stand up and give the undead freak what for. Multicolored plastic bits fly like rain as you scatter the undead tan across five countries. Minutes later, the castle of Dr. Mudd is under control. You spend the rest of your day cheating zombie goo out of your boots. You see Sarge under a dead tree, quiet, contemplative. You know he's not ready to rest; with over 60 levels to discover and conquer, your mission has only begun.



White Tanks show those zombies when games are made of mud and give them a good, long look at their own heads in the process.



Zombies were outplayed by the Geneva convention, but it means there's nothing that destroys Plaster won't be in destroying Sarge.

BORN PLASTIC, BORN PROUD!



**VICKI
GRIMM**

"THERE'S NOTHING
BETTER THAN BLASTING
TAN SOON, ESPECIALLY
IF THEY'RE FOR
MERCY FIRST!"

BE A HERO! JOIN UP TODAY!

THE TAN MENACE

All that is required for the triumph of evil is that good men do nothing. So, if you don't enlist in *Sarge's Army*, General Plastro will strike for world domination using the Tin Dinosaur Theory, a plan where the evil General takes a bunch of huge dinosaurs and proceeds to squish us flat. We won't lie to you—the work is grueling, the odds are long and the chances of your coming home in a sandwich baggie are good. Here are just a few of the reasons you'll fail.

THEIR LEADER

Don't let his ample belly or pudgy fingers fool you—General Plastro is a cunning and ruthless opponent. With his large army and unpendable thirst for power, the gorgonian general stops at nothing to see the greens wiped off the face of the toy box once and for all. You'll face his most deadly inventions and veteran soldiers, armed to the teeth with solder launchers, grenades and flamethrowers. And if that wasn't enough to make your plastic run cold, just look whom he's recruited this time around.



DEVIL IN A BLUE DRESS

She's the sneakiest spy since Mata Hari, and twice as deadly. It's Bridgette Bleu, and Plastro has enlisted her help in his diabolical war. Don't be fooled by those big, blue eyes; this is one soldier who packs serious heat, and we're not talking about her scoldering eyes! Two words of advice: Oh, beware blue.

BRIDGETTE BLEU

"SEE BLUES ARE NOT ZUCH NIG TOYS, BUT YEE DO LOVE TO SEE ZEE GREEN SOLDIERS DANCE... ESPECIALLY ON ZEE HOT STOVE BANNER!"



I, ROBOT

The tin mechanics have been busy recently, and they've created some truly horrifying windups that will see the hottest green knees a terrible, such it up, leathercrack! If you're brave, you can throw a large monkey wrench into Hertz's plans.



The gold tow is, all robots eventually run against that monster. Unfortunately, you can't afford to wait that long.

DANGER, WILL ROBINSON!

It's 20 inches tall and armed to the gills with nearly a pound of plastic-shredding fury. This garrote-goblin is Plastro's finest creation, and he'll just love for you to meet it—or any of his other mechanical monstrosities. Keep in mind that all robots get a free burial, with full eulogies. (Known as the Robo-Grave Medicinal Service.)



WATCH THAT STINGER



You'll think Hertz, and Sarge, for their treasury machine gun when you go toe to toe with a nearly two-pound

meat scorpion. Other loathsome insects you face include black widow spiders and any hell with a reverse head.



COMRADES IN ARMS

ARMY MEN
SARGE'S HEROES

Your moment of truth is at hand. It's decision time—will you join, or not? Becoming one of Sarge's elite Heroes is a dangerous business, but take heart: You'll have more than just your wits to aid you—you'll have the full force of Sarge's green juggernaut. Still not convinced? Worried about returning home to your girl in a matchbox? Well, don't come alone. Bring a friend. Or three! This war has extracted a heavy toll on us all, and we need all the good soldiers we can find.

GOOD FRIENDS, GREAT MEMORIES

Nothing forms a bond like putting your head in the smoldering plastic goo of your best friend's face. As a Army you'll meet the best friends you'll ever have: Riff, Howie,

and Sarge. Colonel Gebton and the whole gang will be there, ready to join the ranks of the Beige. Each with his own special weapons, each with a heart as big as a truck. You'll fight side by side with the mythic warriors, and you'll fight all the better for it.

VICKI TO THE RESCUE

In Sarge's Army, there's no discrimination. That's why you'll spend a few of the levels fragging tannies as Vicki Gebton, the hot pants-wearing daughter of our beloved Colonel Gebton. Don't be fooled, my green-clad soldier! Though Miss Gebton may be, ahem, a little green, her fighting spirit and dead-eye aim make her a formidable ally. Though you might find yourself balling her out of trouble one or two...

BRING A FRIEND

No man is an army, and that's why you'll need the help of friends. Battle with up to three other recruits, then practice for those tannies by putting holes in each other. You'll have a large selection of battlefields, as well as the ability to play as any member of Sarge's platoon. And, if the action ever gets to be too much to handle, just switch to the Family Mode for battle so easy, your dear mother could do it.

THE TOUGHEST JOB YOU'LL EVER LOVE

This is no toy army; this is combat. Remember, it takes a small man to beat big boys and an even smaller man to overcome them. They may take our necessary packs, but they'll never take our freedom. Join up today!



Think you're not the brightest soldier around, but no one's better at lying than a file of tannies.



Don't say you fight like a girl, unless you want to talk to the Colonel and a few tannies.



The more friends you have, the more adventure you'll find. Hook up with three other recruits for a true taste of the glory of battle.



classified

information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

STARCRRAFT 64

STARCRRAFTY



Nothing comes easy for those who choose to test a few battles among the stars. *Starcraft 64* is not for wimpy gamers. The battles are long and involving, and your strategies have to be pretty solid, or you'll be seeing stars. There are a few secrets in *Starcraft's* universe, and you'll have to make some pretty shrewd moves to find them. And don't forget that if you use the cheats to beat a level, you won't be able to move on to a new level.



MEGA BUILDING

While playing *Win-Doo* gives *Forceful Star*, *Massive One*, or else your way to the top right of the map and you see a disk next to the border. The disk gives you *Mega Build*, which speeds up your building, upgrading and repairing.



SPECIAL DELIVERY

You'll have to beat the first three episodes to open up the Special cheat. That might seem like a tall order, but trust us—the Special cheat really is pretty Special.

SO SPECIAL

Using *Special*, which is basically invincibility, the saddest band of ragtag fighters can best up on the toughest opponents. It probably won't give you a big sense of accomplishment, though.

TRANSFORMERS BEAST WARS TRANSFORMERS

MORE THAN MEETS THE EYE



It must be really cool to be a Transformer. They're both robots and animals—most of the Nintendo Power staffers see either one or the other. Follow the steps to unlock some of the hidden robots in the rental-only game.

RAVAGE

To open up *Hyperion Academy Versus Mode*, stop on *Cheetah*, hold down the Z Button, then press A. Use Left and Right to cycle through the colors until *Ravage* appears.



TIGATRON

Tigatron is opened in the exact same way that *Ravage* is. Cycle through *Cheetah's* colors with Left and Right—*Tigatron* will also show up. The codes also open up alternate color schemes for the regular blue colors.



STARSCREAM

Starscream is hidden in *Wingspinner's* area. Move the cursor over to *Wingspinner*, hold Z, then press A to reveal the weight other color schemes and goad it to *Starscream*.



BLACKARACHNIA

The *spider-like* spider is accessed in another section's menu. Stop the cursor to highlight *Terraviva*, hold Z, then press A to open. To activate its alternate colors *Blackarachnia* will appear as you cycle through the colors.





A HUNK O' MAN AND A HUNK O' TOFU-THAT'S GOOD EATIN'

Some people think they know what survival horror is all about because they've eaten deep-fried, nacho-cheese-flavored tofu chunklets with peppermint sauce when their friend was taking an "international house of tofu" cooking class. Yeah, that's pretty horrific, and they're lucky to have survived. But survival horror is also the genre that Resident Evil 2 belongs to. If you can't get enough of those Zombies, and you know we can't, we've got some scenario-opening codes for you that just might change the way you look at tofu.

TOUGH HUNK
The 4th Survivor, Hunk, can be accessed by loading the B scenario of either character with a "B" ranking or higher. That basically means you've got to complete an "A" scenario, too. The ranking system is based on speed, saves, and items and weapons used, and is better left unexplained.



SECRET FILM
If you'd like to develop a bit of film while you're running away from the zombies, catch the desk to the far left of the S.I.A.R.S. office 50 times. The 50th time, you'll find a roll of film. Take it to the development and developer to see a picture of a character from Resident Evil in a turbo-bull outfit.



RANDOMIZER
There are a few things found only in the Nintendo 64 version of Resident Evil 2, and this is one of the oddest. After you've finished A and B scenarios, you can select the Randomizer Mode, which places items in random locations throughout the game. Talk about alternate replay value!



SHOOT THE SCREEN
You won't get anything for shooting the screen, but it's a pretty funky way that you might have based accidentally hurt your character to face the screen and shoot. You will see a bullet hole appear on the screen. This won't work in every room.



EASY HUNK
Why bother with extra ranking systems that require you to play the game quickly and well when you could just enter a code? At the Load Game menu enter Up, Down, Left, Right, Left, Left, Right, Right, L, R, top C, right C, bottom C then left C. You will go straight to the 4th Survivor mode.



TAKE COMMAND OF COMMANDO

Hey, we know how it is. You're just trying to get along with your bionic self, swinging around on platforms and blasting enemies. But all commandos have off days, even the bionic ones. For those times when you're feeling all too human, give our little trick a try. You'll start feeling biologically enhanced again in no time.

TOFU IMPOSSIBLE
The Tofu scenario is practically impossible, since the best-end survivor has only a 1/64 chance which he'd land last. Reading the scenario is also tough, because you have to play either the Leon A and Claire B scenarios three times or Claire A, Leon B games three times with an "A" ranking each time.



BIONIC BACKUP
Whenever your mission goes sour, you can press A, B and Select simultaneously to jump back to the map where you drove to your mission. You can move to another part of the map where you knew you'd find power ups, fix a malfunction, etc. Easy-peasy.



TOFU POSSIBLE
You may have already played six starring games to unlock tofu, but if you didn't and you still want to play with your food, we've got the codes for you. Up, Down, Left, Right, Left, Left, Right, Right, L, R, top C, left C, bottom C, right C to handle the tofu.



Pokémon

Special Pikachu Edition

SOMETHING FISHY

One of the coolest things about Pokémon Yellow is that it lets you run to talk to Pikachu and check on its status. You've probably been checking it often to see how happy it is, but have you checked your little friend when you're fishing?



FISH TALES

Walk up to the water you're going to fish in so that Pikachu is standing next to you, not behind you. Fish, then turn to talk to Pikachu. It will respond with a speech bubble that has a fish in it. How can Pikachu say "fish" when all it can say is "Pikachu"?



BUCKETHEAD

Pikachu isn't done with the comedy yet! After it talks to about the fish, you will get a close-up, just like when you normally check Pikachu's status. But Pikachu will be clanking around, wearing a bucket on its head. What a goofball!



Pokémon

Getta catch 'em all!

POWER UP POKÉMON

If you're looking for a way to raise your Pokémon's stats, we've got an answer—it's not for the impatient, and it works only in Red and Blue. Have a Pokémon fight until a move that it learned is out of PP. Take the Pokémon to a PC and store it, then take it right back into your party. Head the Pokémon and check its stats. One or more of its abilities will be raised by at least one point.



Right until you've used up all the PP of one move, it can't be a move you taught your Pokémon.



Check your Pokémon's stats after it's been stored and headed to see the improvement.

Pokémon

TRADING CARD GAME

TRADING CARD TIPS AND TRICKS



As the commercials point out, Pokémon Trading Card Game for Game Boy is a good learning tool for people interested in the Pokémon Trading Card Game. The best part is that you're not playing against real people, so you can cheat without fear! Actually, it's not cheating as much as it is an electronic "do-over." More things in life should be "do-over"-able, don't you think? We're not suggesting that you save at every opportunity and switch off your game every time something doesn't go your way, but for the stuff that happens only once, we think it's OK.



SLOWPOKE

After you've earned a good number of Energy Cards, a boy will ask you for all your unused Energy Cards in return for information on how to get a Slowpoke Level 3 Card. For the game on, then an Extract a bunch of decks until you have only one Energy Card left. The Slowpoke will cost you only one Energy Card.



ENERGY FIX

If you don't remember your cards so that Slowpoke costs only one Energy Card, you can recover a lot of that energy by visiting Sara or Aaron with Max's Lab. They're always a good source of energy, no matter what you've done, because their Recharger Packs are comprised solely of Energy Cards.



BATTLE ON

When you're facing a series of opponents in the Challenge Cup, you will be asked if you want to change your deck between matches. Always say yes, then save before returning to battle. That way, you can switch your game on and on if you lose and start the match over.



JIGGLYPUFF

A rare Jigglypuff card can be worth more than one, so long as your battling public are up to it! If you beat your rival, Rivalid, the first or third time you battle him, you'll win the special card. It's also a prize in the Challenge Cup after you've beaten the game, but again, you have to win!



ICON KEY: C-BUTTONS ▲▲▲▲▲ NO CHAIR WALKY 100 (JUST FOR FUN) BERT BY NARAGE
 CONTROL PAD ◆◆◆◆◆

TRACK & FIELD

THE 2000 GAME

METALS, NOT MEDALS

You'll have to be an Olympic-level hammer thrower to beat the events in this game, but if it's metals you're after, the only skills you'll need are spelling and scrolling. Choose any event in the Trial Mode. It doesn't matter which one you choose, although some events, like weightlifting, will give you a better view of your metallic marvels in action. Choose any country, and when you are asked to input a name for your athlete, use one of the places below. Input the names exactly as shown, with uppercase and lowercase letters. The cities (Mexico is an abbreviation for Mexico City) you use for your names all have something in common, besides being great places to go on vacation. Can you figure out what that something is?



A pretty metallic silver with blue and purple highlights shows up when you enter "Seoul" as your name.

NAME	METAL COLOR
Helsinki	PALE GOLD
Moscow	YELLOW-ORANGE
Munich	PALE SILVER
Roma	BRIGHT BRONZE
Sydney	MIRROR SILVER
Mexico	GREEN
Tokyo	RED
Athens	SILVER GREY
Atlanta	YELLOW-ORANGE
Seoul	SILVER WITH PURPLE AND BLUE HIGHLIGHTS

EXCITEBIKE 64

IT'S GETTING UGLY IN HERE

We mean that in the nicest possible way, of course. These cheats aren't going to change the way you look at Excitebike 64, because it's such a cool game already, but one will change the way you look at the Credits. To enter the codes, go to the Main Menu. Press and hold L, right C and bottom C, then push A. The cheat menu will appear, and you'll be able to enter the codes. If the code doesn't make it to the end of the space, don't enter in blank spaces—just go to the end and choose "OK." You'll see a message that tells you the cheat is enabled.

MUGGING

To see a picture of the developers while the credits roll, enter 0027MUGGING in the cheat menu, then go to the Options Menu and choose Credits. The development team photo will appear behind the credits.



PINHEADED

Fans of the Super Mario Bros. Movie will appreciate the Small Head Mode, which gives the Excitebikes tiny heads reminiscent of the bony little heads on the belly, navelton coated "Scumbies" in that hilarious movie. Enter PINHEAD for your little heads.



BEAT THIS!

If you're really feeling good about yourself, you can enter PINWELLS in the cheat menu to enable Beat Third Mode, a super-hard mode for the exceptionally gifted Excitebikers out there such as Nintendo's star tester, Pet Wells.



SEND CODES TO:
 NINTENDO POWER
 CLASSIFIED INFORMATION
 P.O. BOX 97073
 REDMOND, WA
 98073-0733



**WHEN IT ABSOLUTELY, POSITIVELY
HAS TO BE PREVIEWED....**

Tox Express from Infogrames promises to deliver action and giggles straight to your N64. But how does Tox Express service measure up to the competition? Gamers hungry for information, not to mention fun and lots of pizzo, need look no further.

CRATE EXPECTATIONS

No mountain is too steep, no river too swift, no street too crowded with traffic and no planet too far away that Taz Express won't brave all to deliver packages there. For Taz Express, it's the journey that's important, not mental considerations such as on-time delivery or careful handling. The company dream is simple—one Taz, one package, and almost endless opportunities to eat snacks, get lost and bust up the scenery using the Taz Tornado. But the reality of Taz Express has been twisted



into a nightmare adventure that leads all the way to Mars and back. It seems that everyone and everything in the game is competing to steal or destroy the precious yet mysterious crate that Taz must deliver. At every turn, ZedTwo Game Design Studio has cunningly challenged Taz (and gamers like you) in the 96-Megabit postal platformer. Fiercibly clever traps have been set, testing the skill, endurance and intelligence of every Taz Express carrier. And villains such as Wile E. Coyote and Marvin the Muc-



don will take a crack at the crate whenever they get a chance. So, in spite of all the mailing mayhem, can Taz Express deliver the gaming goods? NP pried up the lid to take a peek.

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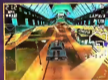


SAN FRANCISCO RUSH 2049

© 1998 Midway
Games, Inc.



Flash forward 49 years to the City by the Bay, where high-tech autos are still taking the hills way too fast. With Rush 2049, Midway uses high-flying action to push its big-air racing franchise into high gear.



POP THE CLUTCH

When you first hit the ignition, you'll see all the futuristic roads and cars.

There's more to racing in Midway's Rush 2049 for the N64 than going fast and staying on the pavement. Only a small portion of the game is available for play when you first hit the ignition, so you'll need to collect items and rack up miles before

WARNING: STUDENT DRIVER



Don't expect a blacked-out flag your first time onto the track. Tear through the different sectors in Practice Mode. You'll learn the roads and gain in the controls, and maybe even find a few shortcuts to give you the edge in competitive

MILEAGE MEANS MUSCLE



play. As you reach specific milestones, new parts will be added to the options menu for customizing your vehicle.



COIN OPS

First you get a pile of money, then you get to drive the hot cars. That's the way it works in the real world...and that's the way it works in Rush 2049. In Rush, however, you don't have to put on a tie and go to an office building. Gold and silver coins are lying around in the streets. It's not easy money—you'll need to work for it.

THINGS YOU'LL DO FOR MONEY



Each track has eight silver coins. Some of them are in obvious places, while others are well hidden. Once you track a coin, it will be recorded on the coin tally for that particular track.



You can also find eight gold coins on each track. There's usually one coin somewhere on each track's shortcut. Other coins are high in the air. Experiment with different track paths until you find them.



TRICKED-OUT RIDES

All the cars start out with roughly the same performance characteristics but change dramatically when you start switching out parts under the hood. You can build your car to suit the task at hand.

THE SHOWROOM

Rush 2049 has 13 cars for your every need—whether you want to show off your bank account in the Euro LK or reflect your inner hippie in the Cruiser. As mentioned before, some models must be unlocked.



TRANSMISSION



A player's skill level tends to dictate the type of transmission he or she should pick. Four basic transmission styles—regular, Pro Sport and Battle—are each available in both manual and automatic.

ENGINE



Lighter engines with greater six-to-pasture power will become available as you put mileage on the odometer. You'll find it easier to tow with the 0.4L V10 than the 0.2L HP V6—if you can control the power.

FRAME



The weight of your frame dictates how the car behaves on bumps and potholes. Lighter vehicles will be tossed in the air on bumps that will barely phase a heavier car. On the other hand, a lighter car will slide a bit more.

WINGS



The retractable wings in the car's entire carriage will give you a small amount of lift while you're airborne. Because you go

much faster while flying than you do on the ground, you should use the wings—which come in two sizes—as much as possible.

COLOR



There are dozens of different color schemes available for each car when you mix and match base and trim colors. Go online to the paint shop.

RIMS



Little things make a big when it comes to people watching cars. You probably won't see much of the rims while you're racing, but you'll know they're there.

CIRCUIT RACING

The core single-player game in *Rush 2010* is Circuit Mode, which pits you against five drone cars in a series of races. The tracks and conditions are chosen for you, though you can still assemble your dream machine from the car options menu. You'll get updated stats and a password after each race.

FRESH CARS



Turbo and boost vary on the different circuit tracks. Some have dirt patches that require less with course time. Other tracks may have sharp turns that require tight handling. Make the necessary options adjustments to your car before each race.

ABORTED CRASHES



The crazy physics in *Rush 2010* can take you on a wild ride if your car lands at an odd angle or hits an object just right. To get back into the race quickly, rather than watch your opponent cross, hit the top C button to reset your car on the track.

SUBLIME SKID MARKS



You won't make it through many of the tracks without hitting the brakes from time to time. In most cases, you should tap the brakes and turn the wheel well before the car to stave a controlled slide. If you brake too much, you'll pull a 100.



Once you feel comfortable with the game's control scheme, experiment with more advanced driving techniques, such as using reverse instead of braking to make the car drift through turns.

JUST WING IT



You'll be able to use the wings only when you get big air wings. Fortunately, that happens quite a bit. Be careful not to use the Control Stick too much while you're in flight. You may go into an uncontrollable spin.



On really big jumps, such as the Track 4 jump, try to make use of rooftops and other high platforms to jump ahead of other cars. You can also use high jumps to access hidden shortcuts.

TROUBLE IN TRANSIT



Even though you don't take public transportation, you should try to find one yourself with the train and public car misadventures. Remember where these tracks are located; they get out of the way—you'll never win a pass of checks.

INADVERTENT HELP



Whenever possible, position yourself between a rival car and the outside of a turn. You can smash into the side of the other car to push your way through the turn. An unskilled rival, your rival will often crash into a wall or stray off course.

TIME TO SHAZE

Racers who know all the shortcuts around town have an unfair advantage over the poor saps who stay on the official course. It may take you a little time to find all the secret areas, but it's worth your while to scout around in Practice Mode. The CPU-controlled cars will use the shortcuts, so you'll need to cheat, too, if you want to win.

UNOFFICIAL CORNERS



You'll have a hard time making it through most tracks without violating the corners on certain turns. Try to avoid grass and loose soil when possible. Instead, look for corners with packed dirt, sidewalks and pavement.

EASY GREEN



Keep your eyes peeled for green arrow signs on the track. They'll whisk you away at 200-plus mph speeds! If you approach them head-on, beware of arrows going the opposite direction. However, they'll bring you to a dead stop.

THE OLD SWITCHEROO



Some of the shortcuts must be activated by driving over switches, represented by glowing grates on the ground. After you pass over a grate, it will change from red to green.

Once a switch is activated, a door will usually open somewhere in the later-half area. It's always a good idea to investigate the entrance, as they usually lead to at least one coin.

THE BACKSTREET PLOYS



Don't sleep walking around in the street. Move faster than eat, they mark the entrance to an excellent shortcut at the one shown at left on Track 1. Make sure you hit the switch before entering the parking garage.

One shortcut often leads to another, with interesting shortcuts you can often see hints of through and other unusual landmarks beyond walls. Drive down the sidewalk on Track 2 to reach a jump to the other side of a wall.

You may need to explore some of the shortcuts a few times before you find all the jumps and secret areas. On Track 5, approach a narrow ramp of high speed after curving out of a long tunnel to get all a jump to a new area.

BATTLE MODE

If there's anything more fun than driving fast and pulling off death-defying jumps and firing powerful weapons off the roof and hood of your car, Battle Mode allows up to four players to mix it up on varied terrain.

MEAN STREETS



All of the tracks in Battle Mode are relatively small, enclosed areas, but some are more distinctly accessible than others. Take advantage of the ramps and hiding places to ambush opponents.



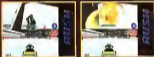
If you prefer more realistic fighting environments, choose one of the city street squares from the eight available tracks. Such tracks allow you to employ more racing skills in your battle tactics.

COMBAT CUSTOMIZING



Battle Mode is very different from racing—you can't see wings, for example—and you should customize your car to reflect these differences. A heavy frame is usually a good idea. It helps to protect you from flipping over when you drive over humps.

IN THE HOLE



You have the option of allowing negative points in Battle Mode. The more points every time you destroy an opponent, or crash, but can also score points against yourself by crashing your car. Try not to flip your car over.

VANISHING ACT



Invisibility power-ups are among the most useful items to pick up in a battle, because they allow you to sneak up on your opponent without detection. Don't be misled, however, that your opponent can always look at your screen to figure out where you are.

UNSTOPPABLE



The Shield power-up creates a temporary energy bubble around your vehicle that protects you from incoming blasts. Took down your opponents quickly after the shield goes up—or you may be caught in a vulnerable position when it wears off.

TWO-ON-TWO



Strategy becomes an important consideration when four players split off into two teams. Teams can employ specific duties to each player. For example, one player can act as a chaser, driving opponents into a teammate's ambush.

MACHINE GUN



Repeat-fire firing fans are excellent close weapons, allowing you to spray plenty of bullets at opponents as they try to evade you. You need to score several hits before an opponent's car is destroyed, however.

ROCKETS



The roof-mounted rocket pod is capable of launching several targeted missiles in quick succession. Each rocket has enough explosive power to destroy your target, so only one rocket from your salvo must find its mark.

GRENADE LAUNCHER



The versatile Grenade Launcher can hurl a mess of explosives, blasting an area with fiery blasts. Each grenade bounces once before detonating, so the launcher is a useful tool for rooting out opponents who are hiding around corners to ambush you.

RAIL GUN



With its slow rate of fire, the Rail Gun may seem, at first, like a liability in a fast-paced battle, but you can hit a target almost instantly after hitting the Z Button. The speed of the energy blasts makes the weapon excellent for sniping.

MINES



You get only three mines per power-up, but you can put them to good use by studying your opponents' movements then placing the explosives at strategic intersections. Deploy the mines quickly then chase your opponents into them with faster weapons.

BATTERING RAM



When you have the Battering Ram attached to your car's grill, you can ram opponents' cars with impunity. The collisions will turn their cars into flaming wrecks, but you can drive off without a scratch to search for another victim.

SHOCK WAVE



Successful Shock Wave attacks require virtually no skill. All you need to do is position yourself in the general vicinity of a rival car, then release a circular wave of destruction. Only a fool would distract you when you're carrying the weapon.

HOMING MISSILE



Sit back and let the weapon do the work for you. A Homing Missile will lock onto the nearest vehicle in its flight path, destroying the target when it hits its mark. Because the missiles are relatively slow-moving, you can sometimes dodge them.

STUNT MODE

In Circuit and Battle Modes, big air is merely a means to an end. In Stunt Mode, it's your ultimate objective. Perform astonishing aerial acrobatics to earn points in four different stunt arenas, but remember that every spectacular takeoff requires a landing—be it safe or otherwise.

BUILT TO FLY



The four arenas have distinctive surfaces and jumps that require you to tailor your car's systems for optimal performance. For example, you should put off road tires on your vehicle when competing on the pebbled dirt of the outdoor arena.

ONE-UPSMANSHIP



Two players can go head-to-head in timed competitions. The possibility of a mid-air collision makes Stunt Mode that much more interesting. Try to keep ahead in the scoring by performing spectacular stunts for big points.

STICK THE LANDINGS



Points are awarded in Stunt Mode based on how you use the wings, how high you fly, how many spins you pull off and more. The higher you go, the greater your options for racking up a big score.

A FEW GOOD FLIPS



Make use of speed pads to soar high above the arena. Fly and spin while in the air, trying to get as many rotations as possible. If you land on your wheels, you'll be a genius. If you don't, you'll be a clown.



Find the right angle to jump up to higher levels in the arena. The desert arena has an oasis at the top of a cliff that you can reach using a narrow ramp. Points will pile up if you add some acrobatic maneuvers on the way there.



Some ramps have peculiar outcroppings at the top. If you approach them with enough speed, you'll shoot straight up, going vertical! Use to assemble a killer stunt combination. Look out for point totals in the thousands.

RUSHING ROULETTE

If you keep taking risks in all of Rush's single modes, you'll eventually be rewarded with new cars, new tracks and even an extra mode. Obstacle Mode—a treacherous course filled with booby traps and pits—is perhaps the biggest challenge on the Game Pak. By the time you unlock the mad-daring mode, you should have all the options you need to tackle it. Until then, keep rushing. **T**

TAN LINES



ARMY MEN

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AIR ATTACK 2

Join Captain Jack and his elite team of pilots in this epic aerial war.



REAL COMBAT. PLASTIC MEN. COMING TO A CONSOLE NEAR YOU

3DO

THE LEGEND OF ZELDA MAJORA'S MASK™

Behind the Mask

In April, Link's follow-up adventure to Ocarina of Time was released in Japan. Here, the epic is scheduled to be released on October 26. So what exactly happens during the six months in between? Find out in a behind-the-scenes look at the making of an adventure with NP Senior Writer, Jason Leung, who's also writing the game's English screen text.

Day 1

Today is my first day of "localization" work for Majora's Mask. The Localization department here at Nintendo of America (NOA) essentially translates and tweaks games that come from Nintendo Company, Limited (NCL) in Japan to make them more appropriate for American audiences. Everything from writing new scripts, renaming characters and adjusting story lines falls on Localization's lap.

Of course, Zelda games are bigger on story and more long-winded with on-screen text than most games, so Localization has always sought help from the Publications group to doctor the series' scripts and inject personality into the writing. For the last three Zelda games, that Publications person was Dan Osawa, who worked alongside Zelda creator Shigeru Miyamoto since A Link to the Past for the Super NES.

Eight years later, Dan is as busy as ever managing nintendo.com and slinging ringers for the site's Ask Dan column, so Zelda's Deku torch has been passed to me. I'll set forth my goals: to write dialogue as snappy as Dan's, to keep the text entertaining and to write in this journal every day.

Day 15

OK, well, two out of three's not bad. So it's, like, two weeks later and I haven't exactly kept my goal of keeping a daily journal. Majora's Mask is far more difficult than Ocarina of Time. For pretty much seven days a week, 15 or more hours a day, I've been trying to finish this game and reverse its 8,000 or so script pieces (ranging from single sentences to long paragraphs). Somewhere along the way, I've also found some time to sleep...

OK, so it's, like, an hour later now, and I've apparently squeezed in one of my power naps. Localization's translator, Bill Trinen, pulled similar exhausting hours translating the game's script for me (the adventure easily beats Ocarina in the text department). Bill has translated everything from Super Smash Bros. to Mario Party 2, and I must reward and rework his entire literal translation before I leave for Japan next month to work with the Zelda team.



Exclusive mask party. Go behind the scenes in Japan!



Three Strange Days

Link spends the most out-of-the-ordinary days he must live ever endures a sun that allows you to see these days. And while the Zelda team at NCL and NOA handle the mass of their daily revision, it really only takes you the five of counting that Link gets done in 75 hours. Compare for yourself.

Day 24

Could the last two dungeons be any harder? Stone Tower Temple has you flipping the dungeon upside-down and back again, while Great Bay Temple's rushing waves barrel you away from areas you'd like to reach. Somehow, I completed the game 100 percent last weekend and have just wrapped up writing the text today. NOVA's tests can begin checking my work in the game.



More topky-turvy than the Forest Temple from Ocarina of Time, Majora's Stone Tower Temple is a flip-floppable dungeon that can put the sky at your feet.



Day 28

Today, I arrived in Kyoto, Japan, the city where NCL is headquartered. If this is my last journal entry, it's because I haven't met my NCL translator, Masashi Goto, yet and have misinterpreted a train crossing sign.

Day 29

Good thing I looked both ways before crossing those train tracks. I'm still alive and am working at NCL, which, swash in various shades of gray, looks like a cross between a hospital and an old school building. Employees wear uniforms, and a bell even rings to alert them when lunch has begun and ended. Not that I was expecting circus animals or anything, but NCL appears sort of sterile. I'm beginning to wonder where all that creativity comes from.



Day 30

Today, script director Mizuhiko Takano returned to work after his honeymoon in Europe. After Mr. Miyamoto came up with a story and framework for the game, Mr. Takano scripted it and breathed life into its characters.

The game plays out sort of like the movie *Groundhog Day*. Instead of reliving the same day time and again, Link relives three days. On the final night, the falling moon will crash into Clock Tower, a hamlet populated by citizens plagued with personal problems. As the game's clock ticks down (an hour roughly equals one minute of real time), you must solve as many people's problems and clear as many dungeons—which are connected to the falling moon—as you can. Before the deadline arrives, you can play a special song on your ocarina in return to day one so you can relive the days differently, in hopes of clearing more dungeons and helping more townsfolk.

As much as it is about exploring dungeons, Majora's Mask is about helping people. You spend a lot of time changing the courses of many lives, like a man who was wronged by a thief, a ranch girl whose cows are tormented by aliens and a Garen baby who won't stop crying.



Script supervisor Mizuhiko Takano, who wrote the original text and dialogue for Majora's Mask, also supplied the voice for the crying baby Goron.



Play One

9:00 a.m.

10:00 a.m.

12:00 p.m.

3:00 p.m.

6:00 a.m.

• NCL

Begin workday

Check Amazon.com for a

cheap train pass

Break in lunch

Breakdown

London

Finish one episode

Find all white

Wales

Go to sleep

Participate

in a contest

• LINK



Day 31

To make sure none of my text went too far from the original, Mr. Goto is translating my script line by line to Mr. Takano. After Mr. Takano tells him what he thinks, Mr. Goto then translates the feedback to me and I make the necessary changes. Usually, it's just a matter of semantics. The Japanese word "aunt" is a synonym for "middle-aged woman." Luckily, we caught the mistake, so now the mayor's wife isn't already related to her future daughter-in-law.



Day 32

Normally, we wrap things up around 10 p.m., but tonight we finished up early since Mr. Miyazono was taking the *Zelda* team out to dinner. There, game system director Eiji Aonuma and supervisor Takashi Tezuka told me how they've incorporated things from their everyday lives into the game. Development began in August, 1999 (though ideas for a sequel began right after *Ocarina* was finished), and the team really got to go home. As a result, many of the characters—like the Delia Scrubs, who are involved in a cross-country trading sequence—talk about not being able to spend time with their wives.



Takashi Tezuka

Day 33

Mr. Goto is actually in the process of doing the localization of *Perfect Dark* for Japan, so he's doing scripting work similar to what I finished last month. Today he showed me the "new" Joana Dark. As NCL's request, Rare has dressed down Jo and made her look more like the model in the ads. The game's also been renamed *Red & Black*, since *Perfect Dark* sounds nice and dull as far as Japanese titles go. *Red & Black* has a certain ring, dull ring to American ears, but it's catchy in Japanese. What works in one culture may not work in another. That's what localization is all about.



Day 36

Every morning NGA e-mails us the bug log, a list of errors that the American teams have found in the game updates we've been sending them. The US game benefits from Japanese gamers' feedback, so our version will boast new perks like a *quest save* feature (instead of having to save every three days) and a cinema scene when you're reunited with your stolen horse, Epona. Of course, new things (not to mention my typos) give the testers codex of new glitches to report, and it's our job at NCL to remedy the problems in the daily log.

Day 37

Script localizer from Nintendo of Europe (NOE) arrived today to see my final draft. A French, German and Spanish writer, each with his own Japanese interpreter, will begin learning about Miyako's story so they can rewrite my script in their native tongue.



The Zora took bird was almost named "Blue Swans," which is what Mi Aonuma's wife translates me when I write in Chinese.



Link can find 20 collectible masks. He'll get most of them by solving the local townsfolk's problems.



Play Now

• NOA

• LINK

9:00 a.m.

More games for the
The editors' picks

10:00 a.m.

Check game for bonus
Check for new features

12:00 p.m.

Send NGA bug log,
and how you can



Mitsuhiko Takano and Eiji Aonuma



Behind the Mask



More detailed than before, Link now wears a shoulder strap to hold arrows that he shield was attached with Hyrulean Wood

Day 38

For every language the game is published in, the need for adjustments will arise. Jokes and customs are regional, so changes I noticed to English-speaking audiences may need to be revamped for gamers in France, Spain or Germany. Some names will have to change, too. Micky Auer from NOE Germany mentioned that the giant mechanical bull, Gohs, had a name that sounded synonymous with the sound a tree makes when it falls. At NOA, we usually try to use the same names that are used in Japan, but I guess if Gohs was named something like "Timber" or "pop," I'd change the name, too.

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Day 40

Majora's Mask is stuffed with dungeon adventuring, minigames and plenty of character interaction. The characters actually develop and change over the three-day period, so it's no wonder that the game has so much dialogue and screen text.

After two weeks of reviewing the 8,000 blocks of copy with Mr. Takano and Mr. Goto to make sure my version preserves the original's intention (while having enough American flair to make it appealing to Western audiences), I've finally finished my work in Japan.


Before my flight home, I decided to make a trip to the temple that's a few blocks away from NCL.



Masks and Triforces (they're really Shinto symbols) are common sights in Japan.

Mr. Miyamoto told me that the site gave him ideas for Star Fox 64 (Fox statues adorn the temple, and the archways are reminiscent of the arches that Fox would fly through). As I walked through the temple, I noticed Kamek-like fox tops and masks were being sold at the nearby stands and symbols that looked like Triforces were painted on cups and tapestries.

"Even everyday activities, like visiting a temple," I remembered Mr. Miyamoto telling me, "can be exciting if you use your imagination." And then it became as clear to me as if I was gazing through Link's Lens of Truth—don't take anything around you for granted.

Day-to-day news and amazing pop up in Miyamoto's Mask. Working with songgers and making loud ones can be the basis for an adventure. It really doesn't matter how bleak or dull NCL looks on the outside—Mr. Miyamoto and his team know that inspiration is everywhere. You just have to know how to see it. 



Ray Charles

• **NCL**

• **LINK**

4:00 p.m.

Work with NOE
Back with Guinness

4:00 p.m.

Learn about colloquialisms.
Listen about Pivots & Neg.

7:00 p.m.

Play Zelda and go home.
Buy more and more over.



SnoCross



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Single Event

Single Event Mode puts you against three human or computer-controlled opponents in a winner-take-all race. There are three tracks available in the mode when the game first begins, and you can unlock others by winning Tournament races. Single Event is the only multiplayer mode available.



Instant Action

You take a gamble whenever you play Instant Action Mode. The computer chooses your snowmobile, track, time of day and weather conditions for you. You might find yourself struggling up a steep mountain side, or a competitor's sled or tire may become a treacherous snowdrift on an icy, downhill descent.



Tournament Mode

Let the big challenges and big fun begin! Tournament Mode is made up of three three-track races. Each track has a series of snowmobile courses and a goal country run. Winning a tournament unlocks the next tournament in line, as well as a selection of new sleds you can use in any play mode.



Wrenches

You can earn wrenches by performing tricks in Tournament races or by winning Tournament races. You can then use the wrenches to upgrade a snowmobile's top speed, acceleration, handling and stability characteristics. You can use a wrench only on the sled that was used to win that wrench.

Vatical Entertainment is teaming with Polaris to produce the first snowmobile racer for the N64, and we're here to make sure you won't be left snowbound.

Sled Heads

Polaris SnoCross from Vatical Entertainment combines ten tracks, three play modes, 16 Polaris snowmobiles and one fancy sled in one frosty package. If you think of SnoCross as a land-bound version of Wave Race, you'll have a good idea of its style of play. You can even perform Wave Race-like acrobatic tricks in mid-air by holding the trigger or R Button and twisting the Control Stick or tapping it twice in a given direction. While there are snowcross tracks in the game, they tend to be straightforward speed contests, so we're going to focus instead on five of the tougher cross-country runs.



SPOT CLASS

Geyser Canyon

Geyser Canyon is the last track in the opening Spot Class tournament, but it's the first track that may flip you any problems. If you'd like to make a practice run before the "real" race, save your game first, start the race and explore the track fully. Once you've worked out your strategy, load the saved game and select the Continuous Tournament option to race for real. If you win the Spot Class event, you'll open the Sanyo Class and unlock the 2000 model snowmobile.



2000
500 XC

1. Big Breakthrough



As you crash through the right side of the Geyser Canyon gap, pull back on the Control Stick (look up onto snowy shortcut). Follow the path to a fork; if you take the left fork (withdraw probe), stay on the left side of the ramp as you jump.



2. Hidden Tunnel **NP**



The left fork will lead you to the narrow path, but instead of jumping down to the track, jump across to another ledge.



Turn left and ride along the front of the background; you see a ledge. Crash through it to find another shortcut.



The path leads to another ledge. You can go straight or turn left and jump over the middle level of the waterfalls to a small, hidden tunnel.



It's an incredibly tough jump, but at the corner of the middle level of the waterfalls is a small, hidden tunnel.

Map Key

- 1 shortcut
- obstacle to shortcut
- 2 shortcut path



3. Right Stuff



Whether you take the previous shortcuts or not, follow the main track; you'll eventually see a patch of gray ice and a fence just beyond. Bust through the fence and follow the path up the hill and to the left.

4. Left, Left, Left



After shortcut #3, take any left turns or forks you see. At the fork pointed to the left, the left path is forced off at first. These shortcuts are easier to find and follow than the earlier ones, so don't pass them up.

Frozen Falls

The aptly named Frozen Falls is the middle race in the Semi-Pro Class tournament. Though the main path is full of twists and turns, the shortcuts are perfect for a speed machine like the 2000 Gen II version of the 700 XCR sled. As long as you anticipate the icy patches and don't oversteer as you cross them, you should be just fine. If you need a tad better handling, give the 700 XC SP a try.



1. Cutting Corners



To locate the first shortcut, look for two yellow signs and sparse trees on the left side of the track. Instead of following the main path to the right, skip to the left of the track. Follow the path to a ramp. Jump off the left side of the ramp to land on a second ramp and then on the frozen river below.



2nd Chance



If you miss the first turnoff, you'll have a second chance to enter the same shortcut. Right around the corner from the first turnoff is a yellow sign. Blast through it and follow the path up to a ramp. Jump off the left side of the ramp to land on the frozen river.

Last Chance



The first shortcut route is the best, so even if you miss the first two entrances, there's one more you can use. Keep following the main path until you see the arrow sign shown in the photo. Veer to the left of the sign to land on the frozen river shortcut.

2. Tunnel Turn



If you miss the first shortcut entirely, you'll still be able to make up some time in the tunnel. Skip both of the left forks, which will lead you to two ramps. Jump off the center of the second ramp (over the main track) to reach a narrow trail on the opposite side. Follow the narrow ledge on the right to find shortcut #3.

3. Go with the Flow



If you miss the jump after the tunnel, try to reach shortcut #3 from the main trail. Just look for the signs as shown in the photo and run right through it. After the second frozen lake, you'll climb a steep hill. Be on the left or right as you jump over the top of it, or you may be a leg time past as you land.

PRO SLAP

Mt. Revelstoke

For many races, we recommend using the largest sled available. On the Mt. Revelstoke run, however, maneuverability is more important than speed, so our ride of choice is the 2001 Edge 700 XC. The 700 XC is almost as fast as the 800 XC but not nearly as squirrely as its larger stablemate. A word of caution: Many of the fences and gates on the track are indestructible and do not lead to shortcuts.



2001
700 XC



1. Low Rider



Ride up onto the low ledge on the right, just beyond the starting line. The ledge is very icy, so "pulse" your throttle until you reach the snowy track through the weeds, and then sprint up. The shortcut will lead to a jump over the main path and then eventually dump you back on the main path at nearly a 90-degree angle.



2. Right Panel



After the first shortcut, follow the main trail and if you see the lumberyard. Just as you're leaving the yard, you'll see a metal fence on your right. Drive the left section of the right side of the fence and jump off the ramp to land back on the main track.

4. Building



Once you return to the main track, you'll soon come to a clearing with a huge building. Run up the ramp on the left to take a shortcut through the building's interior. Only the panels at the top of the ramp are breakable, while the others will stop your sled cold.

3. Cold Cuts



Not long after you return to the main path, you'll see a log pile. Squeeze through the gap to the right of the logs to find a short ramp. Run up the ramp, reach the hillside beyond to reveal a hidden tunnel. Don't launch off the ramp at the top, or you'll jump too high and miss the tunnel.

5. Pop a Wheelie



As you exit the building, you'll be pointed toward a ramp. Jump off the center of the ramp to point your sled straight at the gate leading to shortcut #5. Just beyond the gate is a wooden bridge. If you drive on the left side of the bridge, pull a little "wheelie" as you drop off the end, or you'll wipe out by 100.

Rattlesnake Ridge

Rattlesnake Ridge is the last track on the Pro Class circuit. It's a tough but exciting run, with lots of tricky but necessary shortcuts for you to master. If you win the Pro Class trophy, you'll unlock the Special Event race at the Polarons snowcross course, as well as the 600 Edge X sled. Beat the competition at the Polarons to unlock the ultimate in snowmobile technology, the Sno-Racer concept sled.



1. Righteous



You can take the main track or the path to the right of the yellow signs after the starting line. The main track's jumps can throw you off course, and the rest on the side path can catch your sled and dump you. It's your call!

2. Triple Jump



No matter which route you take, you'll soon come to a turn with three arrow signs on the left. Cut your speed so you don't overshoot the large ramp in the end of the turn. It's over the street sign and up the ramp. If you're careful, you'll be able to make those huge jumps, one after the other.

3. Tunnel Target



If you manage to land on the fourth ramp, cut your speed and stay on the right side. The ramp will point you a right-handed turn on the far right side of the trail. Beyond the tunnel is a low-lying ramp that will bring you back to the main track.

4. Switching Sides



Stay on the main path until you see a low ridge on the right side. Go up the ridge and follow it to another ramp. Jump off the left side of the ramp and veer to the left. If you have enough speed, you'll sail over the main path and land on a ridge above the left side of the track.

5. RR Car



If you miss shortcut #4, keep going until you see a line of railroaders ahead. Find the car with the yellow sign in front of it and crash through it.

Snow Job

It's no easy job when we say that *Polaris SnoCross* is packed with wintry racing thrills—we just wish there were more courses. The complexity of the tracks and the multiplayer option provides a good measure of replay value, but you'll have to decide whether that's enough to measure up to your expectations. **B**

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DRAGON WARRIOR

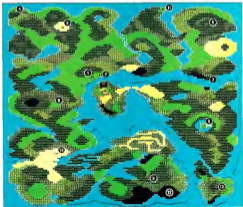
II



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Enter the Dragon Warrior...

Raise your shield and prepare for old-school, role-playing combat—two NES sword and sorcery epics have emerged from the mist of video game history to captivate a new audience on Game Boy Color. Enix has polished the classic games until they shine like new armor, capturing the exact game play of the original versions while updating the graphics. The screen may be small, but the adventures are expansive. We'll give you sage advice on *Dragon Warrior I* this month, then open the spell book for *Dragon Warrior II* in next month's issue. *Dragon Warrior I* introduces you to a medieval world ravaged by Draco Lord's monstrous minions. As a descendant of Loto, you'll travel to the far corners of Alegeid, shown at right, to search for valuable items and perform heroic deeds. Each stage in your journey is identified on the main map and pinpointed in red on small reference maps.



1 Tantalus Castle

When your first arrival at Tantalus Castle—weapons and weak—the king will provide you with a Dragon Warrior's starter kit: gold, a torch and a key to get out of the castle. Spend the money wisely.



Gifts of Gah



Talking to the citizens of Aelfgard is often the best way to learn about the world around you. Everybody in the game has something to say, and sometimes the information isn't critical to your quest. Some of the little dwellers will give you game play hints and fill you in on a possible hostage situation involving Princess Lars.

Case the Castle



Spend some time poking around the castle before you move into the dangerous world beyond its walls. Check out all the accessible areas to see where they lead, and examine treasures and pots for valuables.



Torch

You won't get far in the underground caves and tombs without using a torch to light your way.

Herb



Herbs are invaluable for restoring Hit Points (HP) when you aren't able to rest at all times.

2 Town of Tantalus



The town of Tantalus—a convenient location to pick up supplies—lies just outside the gates of the castle. You'll need to return several times until you're strong enough for an extended journey.

Tales and Tips



You'll know much more about your quest after spending time with the Tantalus townfolk. Find out about other important sights in the north country of Aelfgard as business vents to the Weapons and Armor shop and the Inn. You'll also pick up hints about dangers you may face later in your journey.



Warp Wing

The Warp Wing will transport you instantly back to Tantalus Castle from anywhere in the kingdom.

Room at the Inn

Nothing beats a good night's sleep at the inn for restoring HP and Magic Points (MP) after a long day of battling monsters. You also can store your goods in a room when you have too much to carry.

Inn Storage 3p
FREE

House of Beas

You'll find the Shops in every safe town in Aelfgard. The items may change slightly from place to place, but you can always buy standard goods like herbs, or as if treasure for quick cash.

Dragon Scale 20p
Herb 10p
Torch 5p



Dragon Scale

A Dragon Scale will provide a slight boost to your defense rating, but only once. Buy one early when you really need the extra protection.



Fine Cutlery



Remember to check in at the Weapons and Armor Shop in each new town you visit. Weapons are rated by how many points they add to your attack rating. Likewise, a stronger Suit of Armor adds points to your defense rating.

Bamboo Stick 10p
Clubs 20p
Gloves 50p
Copper Sword 100p
Leather Armor 70p
Leather Shield 0p



Leather Armor Balance +4

The leather upgrade costs more than cloth, and it allows you to fight with more confidence.

Gloves Balance +2

The least you can do is put on some clothes if you're going to wander around and fight monsters.



Club Attack +4

If you feel silly carrying around a Bamboo Stick, then substitute weapons with the applied beauty.

Bamboo Stick Attack +2

It doesn't sound like a very formidable weapon—until you've lost you'll need to hit monsters with something.



Leather Shield Balance +2

Leather is a favorite when wandering off the claws of smaller monsters. You'll want an upgrade soon, however.

Copper Sword Attack +10

You won't have enough money to buy it right away, but you should invest in the sword as early as possible.



Outside: No Man's Land



The countryside between castles and towns is riddled with belligerent monsters. You won't need to wander far before you meet one of them—but that's not a bad thing. You have to fight to build up HP.

Wretched Wimps

The enemies near Tortage Castle will give you trouble early on, but they'll be more of an annoyance than a threat once you become stronger and buy better weapons. Slimes will jump at you first, but Drakes and Spooks strike back in battle.



Slime HP 3

Drake HP 5

Spook HP 7

Hit Points and Run

Stay close to Tortage Castle as you can save your game in the "holding" for your early battles. You'll earn Experience Points and gold for each monster you defeat, but your meager HP will suffer until you grow stronger. Save up for better weapons and armor before you start to explore the wild areas.



A Whole New Level

Various attributes contribute to your character's battle prowess: strength, defense, agility, HP and MP. As your level increases and the numbers assigned to those attributes go up, you'll learn new spells and be able to fight more powerful enemies.

Personal Growth

You'll be given a breakdown of points assigned to each of your character's attributes when you graduate to a new level. Sometimes you'll gain many points in one area and very little in others.

Level	Exp. Points Needed	Spell Learned	Spell Description
2	7		
3	22	Heal	The first spell you learn takes the pain of the herbs you carry by replenishing HP.
4	47	Fireball	The name says it all. The spell allows you to hurl a damaging fireball at enemies.
5	78		
6	120		
7	165	Sleep	Put your enemies into a deep sleep while you continue to puzzle them with weapons and spells.
8	210		
9	260	Shield	A lock turns longer, but the reflect spell produces a brilliant light that lets you see better in the dark.
10	300	Stop Spell	Use Stop Spell to hamstring enemies who are likely to use sorcery against you.
11	350		
12	400	Outside	If you're lost in a cave—or you just want to get out quickly—Outside will transport you outside.
13	500	Return	Return magically transports you back to Tortage Castle from anywhere in the kingdom.
14	700		
15	1000	Repel	Minimize your encounters with monsters in the countryside by casting the Repel spell.
16	1300		
17	1700	Reincarnate	If the Heal spell is a good thing, then Reincarnate must be better, right? Right?
18	2100		
19	2500	Firebane	The first spell you'll learn allows you to direct a devastating blast of fire at enemies.
20	2900		
21	3300		
22	3700		
23	4100		
24	4500		
25	4900		
26	5300		
27	5700		
28	6100		
29	6500		
30	6900		



AGI Seed
Bolster your agility by riding the AGI Seed. You'll be able to hit your enemies with greater accuracy.



STR Seed
If a warrior is strong, owns a Berries Stick, and is formidable. Weapon. Eat an STR Seed instead of working out.



DEF Seed
The magic of DEF Seed gives you an extra measure of protection against enemy attacks.



Life Acorn
If your character is weak, take a Life Acorn to revive your HP level like a mighty oak tree.



Mystic Nut
It sounds like a new ice cream flavor from Tibet, but the Mystic Nut actually increases your MP.

3 Loto's Cave



The first stop on your journey is the cave containing a memorial to Loto, but you aren't going to put flowers on his grave. His tombstone holds valuable clues that will guide you on your quest.

Basement 1



Basement 2



Lighten Up



The two-level maze leading to your ancestor's grave is an uncompleted, but you'll need a torch to explore it. Until you learn the *Fluorescent* spell, you should always have one or two torches on hand.

Taxing Inheritance



Steep from of Loto's engraved tombstone then hit the A button to read its message. When you're a run over get the *Alefynd* it's your obligation as Loto's descendant to find these magical items then combat the evil at its source: the pithy hold across the water from Tortage Castle.

4 Town of Garinham



The well-known "Town of Folklore" holds all of the basic services found in the town of Tortage, but the prices are higher and the goods for sale are more sophisticated. As always, talk to townspeople.

Enter the Iron Age



Head for the Garinham Weapons and Armor shop after you're setup your wallet; its inventory of iron armor items will prove invaluable when you venture into the more forbidding wilderness of Alefynd.

Chain Wrecker Defense +10

Trade in your leather duds for a chain mail suit that's more than twice as resistant to attack.



Iron Shield Defense +10

The Iron Shield is as strong as the one you find until much later in the game.



Iron Axe Attack +10

Sell your Copper Sword and buy an Axe as soon as you have the gold to make up the difference.

Weapons & Armor	
Chain Wrecker	300g
Shield	80g
Copper Sword	180g
Iron Axe	560g
Iron Shield	800g
Leather Wrecker	70g

Item	Buy	Sell
Bronze Scale	200g	80g
Herb	80g	10g

Musical Memories



Rend Garu, the founder of Garinham, is long dead, but he is still very much alive in the memories of the town's people. The Bard obviously left behind a legacy of music and perhaps something even more valuable. You can also pick up some information about the prehistoric whereabouts.

Pe Outside: Go East, Young Warrior



There is an unexplored area south of Garinham, and the powerful mages there will quickly end your quest. Venture east instead, where the enemies are challenging but not unbeatable.



Perfect Ton



Try to fight enemies that will build up your Experience Points without seriously depleting your HP. At Level 10, you'll be able to cast the *Resilient* spell, which strengthens the need for torches when exploring caves, and use *Stop-Spell*, which protects you from traps.

Eastern Enemies

The monsters get progressively tougher as you move east, but they also allow you to build up gold and Experience Points quickly. *Resilient*, *Skeletons* and *Scorpions* will give you the most trouble in the east before you cross the water via Tortage in the Midday Cave, so crush away some of 'em.



5

Rocky Cave



Make a trip to a western cave before you take on the fearsible beasts in the southeast. Rocky Cave can be confusing to explore, but the gold and treasure you'll find there make it worth the effort.

Big Money

Short of going to Vegas, there's no easier way to make money than by opening treasure chests. You can also perform some magic, like hexes, that may be more valuable than gold—depending on your HP situation. Since the chests magically refill with gold a few days later, you should return whenever you've run some



Dark Forces

You'll find almost any kind of baddie lurking in the derelict. Some of them can be found above ground, while others are unique to the underground world. Eyzora and Drakeans are well adapted to the darkness, as are those who specialize in the fighting of these creepy creatures.



Eyzora
HP 22



Pufferpunk
HP 23



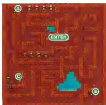
Drake
HP 26



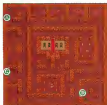
War Ring

The War Ring slightly boosts your attack, so it's well in your white to search for it inside Rocky Cave's vast but treasure chests.

Basement 1



Basement 2



6

Town of Kol



Kol, a town in the northeast corner of the kingdom, is filled with interesting people and new armor upgrades. Try to remember the features of the town—like the bath—to help you figure out clues later.

Weapons & Armor	Cost
Copper Sword	100g
Iron Armor	1,000g
Iron Axe	500g
Leather Shield	30g
Steel Armor	3,000g

Items	Cost
Dragon Scale	20g
Herb	1g
Torch	10g
Worg Wine	24g

Iron Armor Defense +16

It may get rusty after a walk in the rain, but plated iron armor is great insurance against HP loss.

Steel Armor Defense +24

Spend your hard-won gold on Steel Armor when you're ready to take on the fiercest monsters in Abergard.



7

Marshy Cave



Wade deep into a poisonous swamp to find the entrance to Marshy Cave. The cave is less a maze than an underground tunnel to a separate island to the south, but it's big enough to harbor many treasures.

Swamp Gas

Don't spend much time wading around in the swamp. The poison gas it emits will drain your HP.



Dark Door

Are those gold wooden doors designed to keep you out or to lead a fierce beast inside? Perhaps both.



Part 2: Outsider: Venture to the Southeast



The monsters you encounter on the island south of Marshy Cave are much more powerful than any you've battled before. You must be getting close to the source of the evil and the key to defeating it.



Lucky 13

Along with upgrades in armor and weapons, you should build up your Experience Points to Level 13 before you start picking fights near Remalder. You'll learn the Fluctum spell by then, so you can transport yourself back to the safety of Temple Castle when your HP reaches the critical stage.

8 Town of Remalder



Remalder has thrived in the heart of monster country thanks to its protected position in the middle of a lake. Once you discover the town's secrets, your quest will take a new direction.

Rainbow Connection

You will already have learned much before reaching Remalder, but the critical clue about how to get to Steel and the strategic will have eluded you. Seek out the town's west station Remalder, who will provide you with the missing piece of the puzzle. Another citizen will give you information of a more immediate and practical nature.



Exploration Is the Key



Stay close to the town walls as you walk around the outskirts of Remalder. You'll find the entrance to a shop that sells keys. You can carry up to six keys.



Part 3: Unlocking the Adventure

Once you have a pocketful of keys, it'll be time to backtrack to the many closed doors throughout Alfgard. Each key opens *any* door once, so try not to waste them opening the same door twice.



Dig that Crazy Flute

If you help out a stranded couple in Remalder, you'll learn the location of the Flute in the Rain. Pay close attention to the instructions then start digging near the shore.



Flute Flair

Axide from making pretty music, the flute has a specific purpose in the game that a townsman will reveal.



Heavyweight Class

Some of the meanest tanks in the crowd near Remalder—such as Metal Scorpion—are more powerful versions of the beasts you've already battled. The most intimidating, and deadliest, monster you'll fight is Goldbeast. You'll win a creative pile of gold if you defeat him.



Wolford HP 3A

MUScorpio HP 22

Wreath HP 3B

Reidman HP 4A

Weapons & Armor

Copper Sword	100g
Iron Armor	1,000g
Iron Axe	500g
Magic Armor	2,700g
Steel Armor	3,000g
Steel Sword	1,500g

Inn 24g

Items

Herb	10g
Torch	20g
Warp Wing	24g



Magic Armor Defense +24

Magic Armor is nowhere protective than Steel Armor, but it also replenishes one HP for every two steps you take—making it worth its hefty price.

Steel Sword Attack +20

Ends a year's study run for a more elegant weapon, the Steel Sword. You'll need it to slice across the map to the Western Islands.



Princess in Distress

The Marshy Caves bristle with menacing monsters, a kidnapped princess, and a big, nasty Dragon. Unlock the doors in the center of the cave's maze, then try to see what Laria's fire-breathing copper key can handle. If you can, you'll get to carry Princess Laria back to Temple Castle for a nice reward.



Larias

When you carry the Laria, an item—Princess Laria loves it not only makes you feel good inside, it tells you exactly how many steps you have back to Temple Castle.





Tantalizing Tantalog

Tantalog Castle is a ruckus-making place once you have keys. Open up a room filled with treasure chests. Find the hidden

Key Shop Learn of a basement secret area in an atypical location. Visit the tavern in the chapel. By the time you've finished exploring new areas of the castle, you'll be eager to investigate other mysterious places.



Sun Stone

You'll find the stone to the basement along the east or the edge of the castle map. A sage will be waiting there to give you the Sun Stone.



Harp in the Hole

As the man behind the energy field in Tantalog Castle told you, Garri's Tomb is in Basilica. Pry the black walls inside Garri's legs, covered area to find the entrance to the tomb. Be sure to have at least one key before you enter—you'll need to open a door before you reach the fourth basement level that contains the harp.



Basement 3



Basement 1



Basement 2



Basement 4



Tomb Terrors

You'll be dealing with a new class of underground dwellers in Garri's Tomb. Lyster lords, Deathlugs and Specters are simply stronger versions of monsters you've fought before. Powerful Deviants will terrify you if you don't have suitable weapons, armor and skills.

Garri's Harp

Finding the harp is kind of an anticlimax, at first, for all the fighting you'll do to reach it. The item has precious trade value.



- Eyerlord** HP 35
- Deadlug** HP 40
- Drollmagi** HP 55
- Specter** HP 33

Outside: A Horrific Hike



The unexplored area in the southwest is the most dangerous part of Alefgard—aside from Deaco Lord's Castle. One town in the area is under siege by monsters, and another has already been destroyed.



Fit to Fight

Try to power up a few levels before you head for Mexico. You will learn the Healmore spell when you reach Level 10, and you'll definitely need more healing when you start fighting monsters in the Southwest.

Mega Monsters

The monsters in the southwest are at the extreme end of the different classes of monsters you've already fought. For example, the Shadow Knight is a more powerful variation of the Skeleton. Maly is the monster to love—it yields 775 Experience Points—but it often runs away from high-level warriors.

- Shadow Knight** HP 43
- MagWyvern** HP 50
- MagScorpion** HP 35
- Maly** HP 4

9 Town of Mercado



If you spent time in Kol looking for the Pirie Heist, your investment will pay off outside Mercado. The Rock Golem guarding the entrance is a formidable opponent—but music is its Achilles' heel. Put it to sleep with the flute then attack as will.



Shopping District

Mercado has the same types of shops you'll find in other towns, but only the Weapons and Armor Shop has new wares. If you're interested in buying, Open a locked door through a series of find the arms merchant, and bring a pile of gold with you—the supplies you'll want are pricey.



Item	Price	Weapons & Armor	Price
Iron	50g	Burnish Stick	10g
Iron		Chain Armor	300g
Dragon Scale	20g	Club	80g
Wing Wing	24g	Copper Sword	180g
		Flame Sword	8,800g
		Iron Axe	590g
		Iron Shield	900g
		Leather Armor	70g
		Magic Armor	2,700g
		Silver Shield	14,000g
		Steel Armor	3,000g
		Steel Sword	1,500g

The Right Direction

A coordinate in Mercado leads to the temple on the other side of a disturbing energy field. If you travel it to the statue with your HP reset, the holy man there will give you coordinates for the Loto Seal.



Silver Shield Defense +20

The Silver Shield is the most expensive item you can buy. You won't really need it, but you should buy it if you have the silver a gold.

Flame Sword Attack +20

The Flame Sword is expensive, too, but more than worth the price. It will help you get through enemies and you find Loto's Sword.



10 Town of Dondora



The once-thriving town of Dondora has been demolished by monsters that still roam the streets. Loto's Armor is stashed away near a shop, according to a townsman in Mercado. If you defeat an axe-wielding madman, the fabled armor will be yours.



Loto's Armor Defense +28

Similar to Magic Armor, the strange Loto's Armor replenishes one HP per step you take. It also allows you to walk through poisonous swamps without sustaining ill effects.



Building a Rainbow

Once you possess the Loto's Armor, you should be strong enough to take on Dracolord in his lair. You should concentrate your efforts on finding specific artifacts you'll need to create a rainbow bridge to his castle. Common items you've picked up will help you on your way.

11 Rain Staff



A sage in the northern cave guards the Staff of Rain, one of the components needed

to create the Rainbow Drop. Unless you already have Garin's Map, he'll send you packing.



12 Loto's Seal



Feeding Loto's Seal is a snap, as long as you access Loto's Lair. The coordinates given to you by

the holy man in Mercado will lead you to the seal's location in the country side. Check your map to find it.



13 Rainbow Drop



When you have collected the Rain Staff, the Sun Stone and Loto's Seal, go to the southwest temple,

where the resident sage will use them to create the Rain Drop. Follow his instructions.



Dracolord Awaits You

You're almost finished with your quest—you just need to attend to a couple of minor details, like finding Loto's Sword and slaying Dracolord. Dracolord's Castle is expansive and confusing, but we know you'll find the courage to conquer evil, along with a few dozen Dragons. After you've saved Aलगard, try your hand at Dragon Warrior II on the same Game Pak. We'll be back next month to help you embark on the much larger adventure.



POKÉMON

Pokécenter

All Pokémon, All the Time!

All That Glitters—Silver and Gold!

This month, we're continuing our coverage of Pokémon Gold and Silver with a little more info on the sparkling surprises you'll uncover when the games launch in October. We've got more interesting info

on the days of the week and the first word on Pokémon Stadium's incompatibility with Gold and Silver. We've also got the scoop on the cool new Time Capsule, which allows you to trade Pokémon "across time" to and from Red, Blue and Yellow within certain limits.



Every Pokémon Center has its own Time Capsule, which allows you to trade with Pokémon games of the past.



to explore any Pokémon Center to find the Time Capsule. It allows you to trade Pokémon "across time" with Red, Blue or Yellow Game Paks, which are considered to be in the past. When you trade Pokémon from Gold or Silver to Red, Blue or Yellow, you can trade only creatures that existed in the older games, and they can't exist in any of the new ones. You can trade any creature from Red, Blue and Yellow to Gold or Silver. You won't be able to use the Time Capsule until you've finished a few tasks.



News to the North American version of Pokémon Gold and Silver is the time adjustment for sure. Talk to your mom when Daylight Savings time is over to ensure that your game's internal clock is correct.



Many things are date-specific. For example, some Pokémon are very popular and make appearances on specific days, and some events and services are available only on certain days. Talk to the people around you to find out on which days you should return to an area.



Gold and Silver are not compatible with the current version of Pokémon Stadium. Keep checking Poké Watch for the scoop on upcoming Pokémon games.



Gligar



Hopp



Sizzor

We're excited to announce three new Pokémon from Gold and Silver that are making their English language debut in the songs of Nintendo Power's Pokémon Center! Gligar, Hopp and Sizzor are just three of the fascinating new creatures you'll run into as you play Pokémon Gold and Silver.

Pokéchat



Pokéchat is where it's at this month, and we certainly appreciate your letters and e-mail! Last month, Pokécenter was given its very own e-mail address, pokécenter@nintendo.com, which makes it even easier to get in touch with us. Drop us a line!

Q: I just received the Item Finder in Pokémon Red, and sometimes it detects something but doesn't tell me exactly where it is. So how do I find the items?

A: You pick up invisible items the Item Finder points out the same way you pick up the visible ones: you run into them on your path to Pokémon money. The Item Finder will beep when you're in the general vicinity of an item, so walk a few steps in each direction, checking corners, walls and other areas by pressing A. If you take a long time to pinpoint the item's location, but the things you pick up are usually pretty cool! By going over the same area several times—even if you think you've searched every inch and crevice of the area, you might have just missed the invisible item. Use the Item Finder as you walk around an area. If it stops beeping, you know you've gone too far.

Q: What is the point of Hey You, Pikachu?

A: Hey You, Pikachu! is a voice-recognition game that allows you to speak to Pikachu and interact with it in a variety of interesting situations. You often have to coach Pikachu through its activities, giving it advice, direction and support. So you could say the point is that you get to talk to and play with Pikachu! But the real point of Hey You, Pikachu! or any game is to have fun, and with a game as persuasive and interactive as Hey You, Pikachu!, players are sure to have a blast.

Q: Is there any other way to get the Illusion Card besides via Card Pop! in Pokémon Trading Card Games?

A: Yes, you can ask someone who has the Illusion Card besides via Card Pop! in Pokémon Trading Card Games? The card is extremely rare. The only way a definitely what makes them so special, if you keep Card Pop!-ing, you might luck out.

Q: Why can't my Pokémon forget an attack to learn a new one?

A: Your Pokémon can always learn new attacks by forgetting one of their other attacks—unless it's an attack they learned from an HM. They're stuck with those. You should always think very carefully about the attacks your Pokémon has and whether or not it should learn or be taught new attacks, especially in the case of HM attacks, which are irreversible in Blue, Red and Yellow.

Q: Will I be able to catch Mew in Pokémon Gold and Silver?

A: There any way to catch a Mew? I heard you can catch Mew by .

A: How we go again? We've answered this one before, but it keeps coming up. The only way to get a true Mew is to get it from the good people here at Nintendo, either by winning a contest or signing up at a special event, like the Pokémon Stadium Tour. The situation will not change when Gold and Silver come out.



Water Pokémon
Donald Wentz
Plym Lake, MN



Evolution 1
Angus McCollough
Muhawk, NY



Together called
Eddy Tealino
Cochise, CA



Giovanni's Pokémon
Angela Gowers
McAllen, TX

Ask the Professor



Hello, Trainers. The Professor is in. I've been studying Pokémon for a long time, and I am ready to share my knowledge with you. I am amazed at all the tough questions you send my way, and sometimes I even have to ask my colleagues for help answering them. Don't be afraid of asking questions. Everyone can use help sometimes!

Which Pokémon should I use against Mew and Mewtwo? Bug-types, maybe?

Mew and Mewtwo are very tough opponents, so even if you have a Pokémon that is the same level as the opposing pasted Pokémon, your Pokémon will almost certainly give out before they do. It's very likely that it will take more than one Pokémon to match up to Mew, and Mewtwo is even tougher.

Many new Trainers think that a Bug-type Pokémon will easily sting a Psychic-type Pokémon the way an Electric-type can simply shock a Water-type, but that just isn't so, for a number of reasons. One of the best ways to get more out of an attack is to use one that matches the Pokémon's type. Unfortunately, there aren't many Bug-type attacks and none are very aggressive. In addition, most Bug-types are dual-types, and when that second type is Poison, watch out! Finally, Bug-types' stats are never very impressive in the Attack category, and they're downright depressing in the Defense category. A Bug-type is generally not what you're looking for—it's simply not up to the task without a bit of luck and some stat-boosting moves on its side.

A few ideas for battling Mew or Mewtwo include using an Electric-type with Thunder Wave plus one of the more powerful attacks, such as Thunder. A creature that can use Blizzard is also a good choice. Thick-skinned Normal-types like Snorlax will last a long while against the duo, especially if they're using a heavy-hitting attack, such as Self Destruct, Body Slam or Earthquake. Ditto can transform into a copy of its opponents, and if you're lucky it will do so without getting caught in its own form by the psychic phenomena. In other words, don't use Ditto first.

Try starting with Thunder Wave then attacking with Blizzard, Psychic, Body Slam, Earthquake, Thunder or other very powerful attacks. You can employ Ditto to use Mew or Mewtwo's own attacks against them. Because the pair is so tough, equipping your Pokémon with Rest is also a good idea. Try a few combinations to see what you can come up with!



These Pokémon will work against a Mew or Mewtwo of any level, but keep in mind that it is never the level, the lower the power.



This advice isn't complete, but it's a good start. It will work in Pokémon and Pokémon Stadium. It's applying the same combination a few battles.

Where is the Mewtwo sign in Pokémon Snap?

First along the Cave Course in the Zero-One (until you are crossing next to a Weepinbell). Turn to face the side of the cave wall opposite Weepinbell. You will see some shiny rocks or gems sparkling in the distance against an irily black gash in the cave wall. Focus on the sparkling area and snap a picture. The developed film will show a glowing picture of Mewtwo—the Mewtwo sign!



Snap in the area where the third Nail Imp appears.



The Mewtwo Sign will show up after the Weir is developed, hence!

What are the Pokémon doing in Super Smash Bros.? Are they friends or foes?

The Pokémon are performing Pokémon attacks. They can be friends or foes, depending on when they appear and where you see them. On the Saffron City stage, Electrode, Bulbasaur, Psygon, Charmander and the Pokémon from the Poké Balls come through the door and perform an attack. If you're in the way, it might be bad news for you. If your opponent is in the way it could be good news for you. The Pokémon from the Poké Balls are the same way if the ball lands on or near an opponent, it will probably booby or damage the opponent—and if it lands near you, it's your problem! Watch out for these Pokémon attacks: Onix, Rock Throw, Snorlax, Body Slam, Goldenrod, Splash, Mewtwo, Psy Dey; Charizard, Flamethrower; Beedrill, Ice Down; Nidofoe, Hydro Pump; Chansey, Softboiled; Harencles, Jump Kick; Staryu, Swift; Koffing, Snore, Clefairy, Metronome; Kluu, Fly.



This pops up on the Herule Castle stage, ready to throw some rocks at poor Mario.



Use Poké Balls liberally and play in Saffron City to see lots of Pokémon.

Colosseum

We're looking for special teams—Pokémon Stadium Poké Cup or Pika Cup teams, teams with unusual Pokémon or other interesting strategic teams. Send yours in!

Alanna Cervanel of Peggville, Pennsylvania, sent in a diverse set of powerful Pokémon. Her team features some interesting creatures, from the Surfing Raichu to the mean-out Vaporeon. Alanna usually coaches with Mewtwo, which isn't a bad idea at all, but this Mewtwo-less team is one of her favorites. Alanna's team uses some pretty tough attacks, and it would be a great team for Pokémon and Pokémon Stadium!

Raichu



Alanna earned a Surfing Raichu in Pokémon Stadium, then went back and trained it to become a mighty Surfing Raichu. The electric mouse would probably beat it one-on-one against a Blizard or Poryc-type, because its speed would allow it to attack with superstrong Surf and before the opposing Pokémon knew what hit it. It would be a great addition to Alanna's team in Superstar to be on the safe side.

- Thunder
- Surf
- Substitute
- Hyper Beam

Aerodactyl



Aerodactyl is an unusual creature. It is both Rock- and Flying-type, same thing as other Pokémon can claim. Alanna obviously loves the Hyper Beam, and it makes the same amount of damage no matter which Pokémon you're attacking. It's worth the loss of a turn! Fly and Dragon Rage are both very powerful in Aerodactyl's class, and Toxic adds a touch of the otherwise missing Poison-type to the team.

- Toxic
- Fly
- Dragon Rage
- Hyper Beam

Vaporeon



Alanna has a trick for picking durable Pokémon, and her Vaporeon is certainly no exception. Body Slam is a perfect fit for this pretty Pokémon with a super-tough hide, and it just might paralyze an opponent. The watery wonder is perfectly suited to the powerful Ice and Water-type combo of Blizzard and Hydro Pump. Hyper Beam sears eggs, presumably to tackle any types that don't mind the cold water.

- Hydro Pump
- Blizzard
- Body Slam
- Hyper Beam

Alakazam



Alakazam can definitely work some magic when it's time to battle, and Alanna equipped it with the best Psychic-type attack, Psychic. Thunder Wave is a great addition to any type that can learn, and Recover will help Alakazam in the days long after other Pokémon would have pulled a vanishing act. Seismic Toss is another of those great tricks to perform—it damages every Pokémon equally, regardless of type.

- Psychic
- Thunder Wave
- Seismic Toss
- Recover

Magmar



Magmar isn't the best-looking member of Alanna's fighting force, but it is one of the most diversely appointed. Fire Blast is a natural with the Pokémon, and Hyper Beam works for any type. Body Slam works very well with the flaming psychic, but the biggest asset comes from the widespread Psychic attack, which would work pretty well with Magmar's relatively high Special Attack rating.

- Fire Blast
- Psychic
- Body Slam
- Hyper Beam

Gengar



Gengar is a real monster, and like all Ghost-types, it's a little to fear other than a Psychic-type or a well-timed Earthquake attack. Alanna's Gengar is a powerhouse, with all four of its attacks capable of scoring most Pokémon right back into their Poké Balls! Night Shade is another of those attacks that effect all opposing Pokémon equally, and Psychic, Thunder, and Explosion are all superpowerful attacks.

- Psychic
- Thunder
- Night Shade
- Explosion



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Olive Associates
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Walter Munn
Midland
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Pokémon Marketplace
Karen Hillman
New Orleans, LA

Send questions, comments and art to:
Nintendo Power
P.O. Box 13012
Scottsdale, WI 53072

Hot off the Press



Our readers love Pokémon so much, they've started making all kinds of great Pokémon stuff of their very own! The personalized Pokémon paraphernalia is very cool, and we're pretty sure these people are actual Pokémonlance!

Pokémon Arts and Crafts

Some Pokémon fans are content to play the games, see the movies and trade the cards. But other fans are driven to do more, and they manage to transform ordinary, everyday items into cool Pokéstuff. Our readers have created a styling Pokémon playhouse, an adorable snow Pokémon and a yummy Pokémon cake and sent us some pictures to prove it. We're always interested in seeing our readers' handiwork, so if you've created any Pokémon stuff, send us a picture—we might even show your work in future editions of Pokécenter!

Jack Alvino of Staten Island, New York, sent in this picture of his adorable Jigglypuff "snow Pokémon" that he created with the help of a little food coloring and a lot of imagination. We're not sure how he managed to add food coloring to the snow without making a big old mess, but we're very impressed!



Another triumph in food coloring comes to us from Gail Singer of Milwaukee, Wisconsin. Little Gail loves to bake all sorts of delicious cakes, including this Koffing cake creation. It looks like even Poison-type Pokémon make tasty cakes!



Robyn and Amber Knodel of Granite City, Illinois, have a playhouse fit for a Pokémon Master! The girls somehow convinced their uncle to paint their clubhouse with all sorts of Pokémon characters, including the Diglett door. The Game Boy window is a nice touch, too!



For more Pokémon news, be sure to check out www.pokemon.com/

LOONEY TUNES

DUCK DODGERS

STARRING: DAFDY DUCK

MEET THE NEW FACE OF EVIL...
HE'S GOT AN ARMY OF MARTIAN MINIONS,
FOUR CRAZY HENCHMEN,
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ENERGY ITEMS AND STOP MARTIN, BEFORE
IT'S TOO LATE... CAN YOU SAVE THE
EARTH WE'RE COUNTING ON YOU!



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COUNSELORS CORNER

Your Questions—Our Experts!



Starcraft 64

HOW DO I SURVIVE THE ONSLAUGHT ON DESPERATE ALLIANCE?

At first, the third mission in the Terran campaign seems like a cakewalk. Your forces are in an easily defensible facility with high walls and only two narrow access points. Rescue ships will be there to pull your troops out in 30 minutes, and the first 20-plus minutes are spent fending off minor hit-and-run attacks by the Zerg. Then, just when you think success is within your grasp, the Zerg launch a massive, unstoppable assault. You don't have to stop them; you just need to survive until the rescue ships arrive. Bankers loaded with Marines or Firebats are the best kind of speed bump you can create. River the

courtyard's two access roads with the cheap structures, then build as many as you can in the courtyard itself. Try not to

leave any Marines standing around unprotected, or they'll be swept away in the momentary flood of fangs and claws.



Position bankers to create a withering obstacle for enemies that wander into the hot zone between them.



All you need to do is preserve some structures for when the rescue ships arrive. If you build enough bankers, you should have plenty to spare.

WHAT'S THE BEST WAY TO REACH THE NORAD II?

The Confederate vessel Norad II has crashed in a canyon surrounded by Zerg forces, and you have the unpleasant assignment of rescuing her crew. The most formidable army of Zerg forces is posi-

tioned on a ridge between your base and the downed ship, so it's wise to avoid that area altogether. Build up a small army of ground troops to clear out the Zerg in the valley to the east of your base, then

unleash at least three Whittos for a sortie to wipe out Rankins and Creep Colonies to the east of the Norad II. Send two fully loaded Droopbeats along the circular and, again importantly, safe route to the ship.



You'll lose many Marines in the battles to clear out the valley, but don't feel bad about it. They could have joined the Peace Corps.



After your ground troops have reduced the size of the Guep in the eastern valley, use Whittos to clear a path on the eastern ridge.



Skirt the western and southern edges of the map with your Droopbeats to deliver a pair and a platoon of Marines to the crash site.

Perfect Dark

HOW DO I CREATE A VEHICULAR DIVERSION IN CHICAGO?



The streets of Chicago are crawling with police, so you'll need to reprogram a car to create a diversion if you want to enter the G3 building. Before you accomplish the task, you'll need to pick up a Reprogrammer that was stashed for you in a nearby storm sewer. The taxi parked in the street is the ideal candidate for a diversion. Activate the Reprogrammer while standing near the cab, then duck out of sight. Once you've reprogrammed it, the cab will fly around the corner then explode.



Clear out the handful of enemies the storm sewer, then grab the Reprogrammer that was stashed there.



It will take a few seconds to reprogram the taxi. Try to stay out of sight—a flying robot can make your life difficult if it sees by.

WHERE DO I FIND THE CONSPIRATORS IN THE 65 BUILDING?

After you dispose of the second set of clocked guards, target a guard through the window of the sliding doors then eliminate any other guards just beyond the doors. Climb the stairs to the left of the sliding doors then follow the corridor until you reach a metal gangplank leading to pipes. Crawl along the pipes until you reach a small opening. Equip your Cam-Spy then send it the rest of the way down the pipes. The conspirators are a short distance away.



The pipe is calling you. Walk carefully across the unsavily strong plumbing until you reach a small opening in the wall.



The Cam-Spy was built to go where no agent has gone before. Send it through the opening in the wall to discover the conspirators' meeting.

HOW DO I SHUT DOWN THE AIR INTERCEPT RADAR?

The Air Intercept Radar is located in an underground bunker (inside the main gate to Area 51). You can access the gate either from the watch tower or through an opening in the wall near the mine field. Start-

ing from the main gate, the ladder to the bunker is on the far side of the building to the right. Go down the stairs and follow the corridor to the computer terminals in the center of the bunker. After eliminating

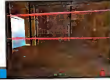
any guards in the area, plant your timed explosives on the computer screen then get out as quickly as you can. On Special and Perfect Agent levels, you'll need to sneak through a laser grid to escape.



The underground bunker is unguarded, but you'll have to take rapid-fire Autoguns at ground level before you reach it.



Find the terminal that controls the radar then plant your timed explosives. The bomb has a fairly short fuse, so get out fast.



If you're playing on Special or Perfect Agent level, you'll need to tiptoe down then move through the laser grid as the lower beams flicker off.

Donkey Kong 64

WHAT DO THE BLUEPRINT PIECES DO?

You may collect several Blueprint pieces than give them to Snide before you step to consider what they actually do. Sure, you get a Golden Banana in return for each piece, but what is the final payoff for all your Kaupit bashing? The answer comes at the end of the game, when you need to defeat K. Rool in Hideout Helm. Each Blueprint you collect in the game gives you an extra 10 minutes to complete the final stage. Also, if you collect all 40 pieces, you will be able to play eight minigames any time you want.



Each Blueprint piece will generate a Golden Banana, along with 10 minutes of playing time to complete the Hideout Helm level.



If you find all 40 pieces—the complete Blueprint—you will unlock the option to play eight different minigames found in the game.

HOW DO I LIGHT THE LIGHTHOUSE?

After you open the gate to the lighthouse area on Gloomy Galleon with DK's Coconut Shooter, you'll be faced with a daunting climb to the top of the lighthouse. Your ascent scaling skills won't back in this time around, so you'll need to find another way up. Swim down to the button imprinted with a green arrow to raise the water level. On the surface, you'll be able to stomp a DK switch to open the lighthouse. Climb up the ladders and moving platforms then pull a lever at the top.



Different Kongs will use the underwater switches several times to raise or lower the water level on Gloomy Galleon.



Time your stomps on the moving platforms to reach the top of the lighthouse. A lever will turn on the light—and produce a Golden Banana down below.

HOW DO I ACTIVATE THE MACHINE IN THE MILL?

The formidable-looking machine in the mill in Fungi Forest is controlled by three levers inside a cage. You'll need to smash through a "7" box to get to the switch that opens the door. Power the switch to enter

the cage then crack your knuckles to get ready for a sequence of Ganilla Grab moves. You must pull the levers in the correct sequence or you'll be copped by an electric current. The sequence is printed on

a nearby wall for easy reference: 2-6-2-2-2. Each lever has dots in front of it that correspond to the numbers. When you're finished, the machine will start and you'll be one step closer to a Golden Banana.



Stomp the DK Switch on top of a box in the mill to enter the electrical control cage. A similar switch inside the cage will let you out.



A forgetful worker put the code for the machine controls on the wall. Double-check the numbers before you start pulling levers.



The conveyor belts and machinery will grind to a halt if you pull the levers in sequence. Be sure to check outside for a Golden Banana.

Warlocked

HOW DO I GET PAST THE GUARDS ON SLEEPWALKING?

Success on the Sleepwalking level is a matter of stealth rather than strength. You must free Sleepwags from the interior of the castle using only two humble Grubs. Because they have no weapons, grubs may seem the helpless prey for the Warriors and Skeletons roaming the castle, but the warlocks are far from defenseless. The traps designed to impale would-be escape artists can be turned against your captors. Lure Warriors into the traps then hit the devices with your pick. The trap will close, eliminating the guard, then snap open—giving you time to run through the trap yourself. The best strategy, however, is to avoid confrontation. Stay close to the castle walls then sneak past Warrior guards while their backs are turned.



Warriors are tough, but they aren't exactly geniuses. Lure them into traps then reuse the spikes with your pick.



Some guards are more alert than others. In most cases, you'll be able to sneak past them when their backs are turned.

HOW DO I DEFEAT THE HUMANS ON HIDDEN TEMPLE?

The Human forces outnumber your beastly band by more than two to one when you start the Hidden Temple level, so a direct attack is out of the question. Send each member of your group one at a time down the twisted trail to avoid detection by the Knights in the area. When you reach the Fighting Pit on the other side of the map, grab the two treasure chests on the eastern perimeter then build up as many troops as resources will allow. Defeat the forces to the south of the Fighting Pit, hatch the Dragon Egg then take the Baby Dragon up to Spider's "nursery." Once you have a full-fledged Dragon as your disposal, you'll have a fighting chance against the Humans. Lure the Knights away from the towers with troops then berbeque them with the Dragon. When you have a clear path to the Human base, decry it.



A small party of Human guards the Dragon Egg to the south of your Fighting Pit. You must get the Baby Dragon safely to the Spider to ensure victory.



The Knights that come after your meager troops will see it so mighty when you unleash your Dragon against them. Keep the beast clear of the deadly towers.

Q&A FAST FACTS

Stuck? Pick up the phone and give our customer a call. Or write to: Customer Center, P.O. Box 57023, Bellevue, WA 98173-0723

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1-800-288-0707

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HARVEST MOOV 64

Q. How do I grow crops in the water?

A. Build a greenhouse.

Q. What's the best pattern for planting crops?

A. The most efficient way to plant crops is in three a three squares.

Q. How do I get the crops, use and out at the base?

A. Cut them with the sick, then get behind rock to herd them in the direction you want them to go.

CRYSTALIS (GB)

Q. Why is my character blinking?

A. You elevator is probably poisoned.

Q. Why can't I charge up my sword?

A. We're probably corrupted.

Q. What is the highest obtainable experience level?

A. The highest level is 99.

HYDR THUNDER

Q. Can I open new courses by playing in Two Player Mode?

A. No. You can open courses only by returning to One-Player Mode.

Q. Why can't I play with three or four players?

A. We need an Expressive Pick to play with more than two players.

As secret agents go, she's the undisputed best. Silent as the night, deadly as a cobra, Joanna Dark didn't earn the nickname "Perfect" because she makes a mean casserole. But now the femme fatale faces her most difficult mission yet, complete with platoons of soldiers, alien lifeforms and some very irate cyborgs. It'll take all of her, and your, skills to leave this one alive.

PERFECT DARK

Being a Bang-Up Job

Blaze's latest installment in the Perfect Dark series takes place at the end of Joanna's training. She gets to engage in different activities on the Game Boy Color: racing a truck at breakneck speeds, rafting down a river, flying a helicopter and generally saving the world from evil. Stealth is also a major factor, simply running through the levels with guns blazing is a sure way to go home to mama in a box, and your supply of weapons is seemingly endless. Plus, by using PD with your Transfer Pak you can unlock groovy cheat codes for the N64 version. This is Joanna at her alien-stomping best, and with our exclusive strategy guide, you're sure to win the day.



MP: HOW IT RATES

Not one for talking things out, Joanna solves most of her problems with firearms. The game is rated Teen by the ESRB for realistic simulated violence.



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Carrington Institute

Only a fool goes into a job without training, and Joanna is no fool. Use your time at the Carrington Institute to become familiar with the play control as well as special features, like

how to open doors (some of them are trickier than others), and sniff out those much-needed med kits. Also practice your stealth maneuvers, as they become essential in the later levels.

Basic Training



The guys in the blue helmets aren't from the UN. If they see you, your mission will become a lot more difficult, so take 'em out with three pistol shots. Be sure to check for any ammo or weapons they might leave behind.



Stealth

Being sneaky and sly is Joanna Dark's specialty and a skill you must master to survive. Sometimes a room that seems empty will have guards in the corner. It's often better to wait for them to come to you.



Creep up behind guards to eliminate them with a single shot. Jumping directly over someone is difficult, so you will have to use weapons to hit right next to, but not touching, the guard's helmet.

Search and Rescue

You'll find red-shirted hostages scattered throughout the game. Simply touch them to release their bonds and allow them to return home to frantic relatives.



Don't often discover hostages in a level unless rescuing them is set a mission objective. Remember the gold-to-rat rule, and get those free anyway! After all, no one enjoys being kidnapped for very long.

Advanced Training

You must locate and disarm a bomb. There are no large green wires to clip, just grab the laptop computer off the table and use it to decode the device.



Final Test

Your last ordeal is at hand. Find the hostages scattered throughout the facility and eliminate the lockdown. You'll need to search every room to get them all.



The institute is deceptively large, and it's easy to overlook the red-related cues. A good strategy is to log the med and control rooms until you find all of the hostages.

Target Range

You must score 80% on the target range to advance. If the bad guy's got a hostage, shoot him in his upraised arm. And, of course, don't hit the tot with the teddy.



South American Jungle

Your first mission lands Joanna deep in the heart of the South American rain forest. (It's good to see rain forest still exists in 2022.) Besides creepy insects, giant snakes and terrible humidity, you can expect to find a plethora of guards on patrol. Firing stealthy pistol shots will be essential to your survival.

Objectives:

Destroy Cyborg Factory
Defeat Mink Hunter



Get the G-YYY Gun

The G-YYY gun is very heavy for close encounters, such as lining down a pipeline downhill. While you can't use it for stealthy shots, the rapid rate of fire makes it a highly effective weapon for jungle warfare.

River Crossing

Once you board the raft, soldiers will attack in droves. Try to eliminate them as they appear on the right side of the screen, and be sure to shoot *aviano* boxes. You'll need them!



Avianos

Avianos are a girl's best friend. Use the pole-sized power-thrust to get rid of any guards broadside enough to stand close together.

Jungle Track

It's not the LA freeway, but the armed drivers might make you think otherwise. You should maintain a high rate of speed but not so high that you'll miss the ferks in the road.



Shooting Tracks

Don't rely solely on your gun—you'll have to slow down to aim properly. If you can't run a track off the road, just drive by.

Barracks

It's a-maze-ing! The barracks are a hodgepodge of tents, barrels and those pesky, armed lookouts. Search for new weapons, including a shotgun that takes out guards in one shot and throws them halfway across the screen.



Inside the Barracks

Most rooms have traps or more guards, not a lot of ammo for pistols. Find the shotgun and introduce them to your new buddy, Mr. Winchester.

Wind Attack

Stick and move, stick and move. Like the Ali Shuffle, your best bet against a 20-ton huay is to keep those feet a-dancing. Strafe from side to side, using the rocks for cover.



Aim for the Rockets

Take out the outside rockets on both wings, then the engines. Direct the rocket gun from the windshield and the B Shuttle to move your cursor.

Sniper Shooting

It's a snipe hunt, and you're invited. You have a single-shot rifle, so take careful aim. Try to eliminate lone guards — if you're seen you'll have only a few seconds before they blast you.

Shoot the Towers

Take out the guard towers first, then eliminate the guards from right to left. Finish up with the two fellows in little hats out front.



Cyborg Factory

You made it through the jungle only to discover a cyborg plant run by a madman. (Really, though, would anyone sane run a cyborg factory?) It's up to you to send those

weaselly woboes to the scrap heap—your large supply of C4 should do the trick nicely. Ammunition is at a premium, so conserve your shots whenever possible.



Place the C-4

To place the C-4, just run up to the tank and touch it. Eliminate the guards first, or you'll have a big corpse when you're finished.



Cyborg Attack

Use the lasers on either side of the room to blast the spider. You can run through its rockets while they're in flight, but don't be nearby when they explode.

Mink Hunter

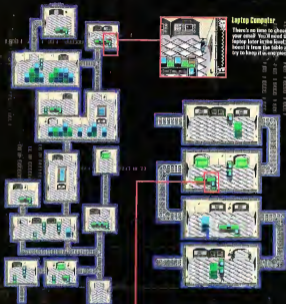
He may have a funny hat, but Mink Hunter wields a mean shuriken. You'll face off over a lone pit—stay near the front of the ostwalk and hit him with a back shot. Try running from top to bottom and concentrate on avoiding his throws. He's clever, but you'll hit him eventually.



dataDyne

There's a downed UFO, and Dr. Carrington needs the crash data. That means Joanna must enter into the heart of darkness: dataDyne Headquarters. There are guards aplenty roaming the halls, and many secrets of the building can be accessed with a keyword only. Precision and stealth must be your watchwords.

Objectives.
Download Crash site info
Locate Crash Site



Laptop Computer

There's an item to check your stats. You'll need the laptop later in the level; you'll need it from the table and try to keep it in one piece.

Keyword 1

Watch carefully. Agent Smith. You'll need this card to open the blue door you'll encounter after defeating the cybernetic spider for the second time. Search the grounds for some much-needed ammo.

Keycards Needed

Joanna brought her American Express, but that won't be much help here. There are two keycards you must find in the level. Lucky for you, dataDyne employees are lazy—you can find the cards in plain sight on top of the lab tables. Pay close attention to the map on this page, as many of the rooms look the same and it's easy to get lost.

Disrupter Gun

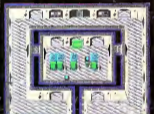
Stock, not phasers to roasty! The experimental Disrupter Gun is one bad weapon. You won't find any extra ammo lying around, so enjoy it while you have the chance. Move... crapsy.

**Download****Download Information**

You'll find the much-ate info inside the large, gray computer. Connect the laptop to the dataDyne computer to receive data. Simply touch the red-triangle to download.

**Shot Down Power**

The dataDyne Co. is a high-tech operation with the best security money can buy, and it still connects: the power to a big, red lever on the wall. Shut the guards, turn off the hot boy to leave them in the dark.

**Crash Site**

Once you leave the dataDyne building, you'll find yourself outside with only a machine gun and your wits to protect you. Don't panic if you can't find anywhere to go—there's no escape from the level, and the guards never stop coming. Take down as many guests as you can, then watch as Agent Dark lowly surrenders. Hope she has a good attorney...

Keyboard 2

A little backtracking will be required to find the keyboard. Try to eliminate security with exactly pistol shots. If you happen to be spotted, abandon the pistol and switch to a more lethal weaponry.



Pelagic 1

Despite her best efforts, Joanna will be captured and thrown in the hold of the Pelagic 1, a container vessel swarming with dataDyne pirates. No shipboard romance there; scrap the boat, make your escape in a helicopter, and ensure that the captain goes down with his ship.



Objectives:
Sink the Ship
Escape Using Helicopter



Find your Gun

Weapons are in a bad way to be. Sneak past the two guards, grab your pistol from the guard's room, then take care of business. Don't worry — they can't hear the shot.

Get to the Alien Ship

You've found it at last—the despoiled alien vessel. It's a little banged up but still functional enough for dataDyne to glean its secrets. Make sure they don't.



Octopus Prime

Five hoses? No time to discuss aeronautical engineering — just take 'em out. Shoot the hoses first, then the outer guns, then Octopus Prime himself. Remember your last helicopter battle, and continue to stick and move.



Escape

Small craft advisory! You'll flee the ship in a souped-up Huey, but a monoboot with a bazooka is hot on your tail. Get ahead of the boat, then jink left to right. When more than one missile is headed your way, quickly drop back to shake them then fly ahead again.



Set the Ship's Self-Destruction

The rats guys who built dataDyne's electrical grid apparently overrode the UFO on wall. Press the huge, flashing red button to set the destruct mechanism.



Invasion

There are three bombs in the Invasion level, and you have a short time limit in which to disarm them. You must also remove every guard you find. Winking takes too long, so run to the bombs and shoot any guards you can along the way. Then go back through and mop up what's left.



Final Fight

The computer bombs provide limited cover and will soon be destroyed. The chopper moves in similar patterns to the others you fought. Remember the trick and jink and shoot the missile banks from the outside in.



Multiplayer

Why save the free world by your lonesome when you can buddy up for twice the mayhem? Perfect Dark provides a large array of multiplayer options and enough variations

on the theme to keep you blasting away for hours. They are also an excellent way to hone your secret agent skills if the others level are giving you problems.

Flag Run

If you like your games simple, Flag Run is for you. Two rules: Hunt for the flag, then hunt for the sucker who lost it.

Street



Mean told you not to play in the street, but the lack of cars makes it safe. Of course, the badguys probably balance that out.

Factory Interior



Tiptoe through the cypress factory and track down that Bathroom flag before your opponent does. Oh, oh, use that

Counter Force

First it was the hapless engines on Star Trek, now it's the hostages in Perfect Dark. A night's worth of free silver: Never, ever go outside in a red shirt again.

Classic Arcade



All that is missing is Mr. Fun Man and a slot for tickets. Secure the prizes while taking in the video 70s ads, game discs.

CI Headquarters



Too'd I James? Play against that Hero. Mark Hunter takes you out from world domination to save a few captives.

First to Kill

It's a race against time. Be the first to plug your opponent a set number of times and you're the winner. Be second and, well, you're just second.

Factory Battle



While there's something to be said for stealth, remember that your opponent may be running through the level like a madman.

dataDyne



The dataDyne security guards really need a new name. In the confusion, introduce them to the collective bargaining power of your shotgun.

Timed Game

It's a time is on your side, yes it is. Eliminate the most badguys in the time provided to secure bragging rights for eternity. Or at least until the next round starts.

Room Interior



No, you can't shoot the towers. You can help behind them if you want, but don't expect them to provide much cover in a firefight.

Jungle



Welcome to the jungle. This level provides plenty of cover, unfortunately you'll be too busy choosing to take advantage of it.

Dark Matter

Perfect Dark proves to be a blistering prequel of its N64 big sister. While nothing can replace a first-person view, the folks at Rare have done a spectacular job staying true to the theme and feel of the original. If you enjoy solid action games and multiplayer fun, you should give PD a try. Come on. You're not afraid of the Dark, are you? ☺



ARENA *are YOU game?*

the CHALLENGES



Kirby 64 The Crystal Shards Bumper Crop Bump

When you're not collecting shards, you can gather up fruit in Kirby 64. Play the Bumper Crop Bump minigame and fill your basket with as many of the falling fruits as you can. The biggest harvests will reap Power Stamps and a spot on the Challenge Scoreboard.



Indy Racing 2000 Orlando Indy 200

Grab the wheel and floor it in the Orlando Indy 200 course of Infogrames' Indy Racing 2000. If you think you can drive circles (or rather, ovals) around every speed demon out there, prove your pedal-to-the-metal mettle by sending us your lap record for the Florida course.



Toobin' Ridin' the Waves

Playing in the water brings out the kid in all of us. In this month's challenge for Midway's Toobin' for GBC, you can get in touch with your inner child and inner tube. You could soak up some Power Stamps, too, by splash-splashing an unflinching score on your inflatable side.

1

2

3

In The Legend of Zelda: Ocarina of Time, can you defeat the Shadow Temple without using the Lore of Truth?

TWISTED CHALLENGES

In Pokémon Stadium, can you defeat the Elite Four using only one type of Pokémon?

Challenge Scoreboard

THE LEGEND OF ZELDA, OCARINA OF TIME

Jason Elmer, Naples, ID
Richard Fier, Nashville, FL
Yves Bealy, Manchester, MD
Michael Nix, Loomis, CA
Léon Hooton, Lafayetteville, GA
Ash O'Neil, FortKnox, NV
Crik Stone, Shelby, NY
Nahumel Dink, Seaborn, IL
Joshua Sorrell, Piquet, KY
Pablo Padilla, Fresno, CA
Colman Payne, Grayling, MI
Donald Pedersen, Lancaster, CA
Peter Pierogodny, Waukesha, WI
Craig Phillips, Gold Spring, MD
Chris Pollard, Tucson, AZ
Jarrod Ponce, Tazewell, GA
Bradley Powell, Waco, TX
Justin Pratt, Fresno, CA

SUPER SMASH BROS

Eric Reich, La Grange, WI
Jerry Friedman, Margate, CA
Ryan Fitzgerald, Downsville, CA
Gody Neuman, Truss, MS
Adam Fried, Lexington, MA
Lee Park, Waco, IL
Robert Galois, Providence, TX
Jeremy Gohart, Middle Rockville, MS
Zack Gouzenowski, Turkey Park, IL
Aaron Giles, Altamonte Springs, FL
Adam Goldberg, Livingston, NJ
Peter Soren, Elkville, IL
Jacob Striber, Littleton, CO
Jeffrey Greenly, Louisville, TX
Cory Griffin, Cincinnati, OH
Matt Hoyer, Decaturville, MI
Brian Hama, Springfield, WA
Eric Hama, Siedonia, NC
Tavis Heberlein, Springfield, OR

STAR WARS: EPISODE I RACER

Colvin Egan, Seattle, WA 5 81 270
Jeremy Olson, Eagan Park, CA 2 10 833
Adam Fricker, Cossayama, NY 0 21 832
Jan Giral, ErieGristle, NJ 0 44 930
Colvin Egan, Seattle, WA 2 14 550
Colvin Egan, Seattle, WA 4 35 430

player's poll contest

POKÉMON
gotta win it all!



AND BRING HOME THE EXCLUSIVE
POKÉMON GOLD AND SILVER
GAME BOY COLOR SYSTEM

with the Pokémon Gold or Silver version Game Pak of your choice!

50 WINNERS!



Boy

a-Go-Go

We Got Games

Did you know that September 11th is National Ignans Awareness Day? Or that the 4th is the National Be Late For Something Day? And let's not forget September 17th, the ever-popular National Backward Day. With such momentous days almost upon us, we took to wondering why there was no Game Boy Color Day. We quickly discovered it was because of the powerful ignans lobby in Washington, D.C., but hopefully this month's terrific selection of new titles will be one more step toward giving everyone's favorite system the respect it deserves.



Under the Sea

Listen up all you crazy pinball wizards—this is the game for you. Even if *The Little Mermaid* isn't exactly your bag, this pinball sim is so well done it might bring seas to your eyes. The scrolling from top to bottom is smooth and flawless, and the camera follows the ball so closely you rarely lose track, two flaws which tend to doom most pinball adaptations. In addition, you get two main tables with lots of secret goodies and a ton of minigames. It's like being in the arcade, except no one will spill soda on your new jacket.



PLAY BALL

The main tables are loaded with jackpots, but you'll have to be patient. The ball moves at certain angles based on where it hits the flippers. Pay heed to that, because most jackpots are won by hitting a certain area numerous times.



Kiss the Girl

Pay close attention to the window boxes left-of/right above your main flippers. They tell you exactly things such as what special game to or jackpots you are close to receiving. For the Kiss the Girl bonus, you'll need to shoot your pinball around the right loop.



Ramp Roaming

You can get tons of points right off the bat with a special skill shot. Launch your pinball hard enough to clear the right loop, then hit it with your main flippers. Done correctly, the ball shoots up into the top loop and gives you a lot of cheap points. Also remember that your flippers aren't just for smacking the ball around—with a light touch you can slow and even stop a ball on a flipper, resulting in a more accurate shot.

MANY MANS

The minigames are a fun time for all concerned, and because the music, graphics and strategy vary wildly, they actually feel like 16 different games as opposed to one game and 15 clones. Also note that you can tilt your pinball table in different directions until Ariel's teeth fall out, but the game will never end because of it. That's good to know if your ball is headed for a watery grave.



Briar

Hit treasure chests to open them and reveal the booty within. Like coin-jacks, well, do that, get the shark.



Walrus

It's like a minigame if you tilt the Walrus in the proper way of the sea, he'll give you extra fish and some fish.



Flounder

Rouler the top much, and his simple ramp is needed in a beat. Knock him free before he becomes shark food.



Scuttle

Hit the bird to make it drop a series of combination of items, then hit the items to pick them up.



Stingray

Pop those stingrays and avoid their ramping. Reverse the lightning bolts—they deflect your ball in crazy directions.



Baby Penguins

Crack the ice blocks and free the black and white birds. Hit the polar bear to make him really, really angry.



Big Penguin

There are a number of small ice cubes scattered about the table. You must break them all in two minutes.



King Triton

Dad's been turned into a weathered sea creature. Hit all the creatures to avoid being grounded for the rest of your life.



Bad Eels

Electric eels, no less. Watch for lightning and hit your finger fingers ready for a quick response.



Melody

The girl moonwalks a circle—try to get the ball in the middle and gauge around with minimal flipper taps.



Islanders

Hit the little beach hats to free the natives, then hit the folks in the water to rescue them.



Ursula

Not only does Ursula shoot multiple lightning bolts, she has evil bodymen. Hit all six bodymen to win the day.



Morgana

Ursula's sister is another lightning ball fan. Be patient, the Goby sisters are the most difficult of these minigames.



Big Teeth

Beesinger with a pinball may seem easy, but it works rather well here. Smash the ice cube to save your friend.



Sebastian

There's nothing more comical than ball-popping water. Hit the forced area to give Ariel and her beau a show.



Eric

Loose lip sink ship. Knock the sails off the boat first, then hit them in the water to pluck them to safety.



Deal Me In

Tired of rescuing princesses? Had it up to here with scrounging for coins? Give your fingers a rest and your brain a workout with a fabulous collection of seven games. Normally available only as computer software, these easy learning curve and superb replay value make them naturals for the Game Boy Color.



Use Yer Noodle

Did we mention the superb replay value? Though they seem simple, many of the games quickly become a challenge to even the most hardcore gamer. And the best part is, they're a blast! For a fun time, give the Pak to friends and then count how many times they say, "Hold on, one more game! Just one more!"



Free Cell

In Free Cell, the entire deck is laid out before you. Aces go up top and can then be built upon in numerical order. Cards can be stacked on one another in descending order, black on red. You also have four extra slots, which are used to store cards temporarily. Save them for kings or cards that cover up your score.



Tut's Tomb

Match cards that add up to 10. Queens go with aces, and kings are an instant match. Play ahead, and pay careful attention to which cards lie underneath them. The game is scored with cash and charges you a bit more as if you go through the deck and can't make a single match, cut your losses and reload.



Tripeaks

You've got to know when to hold 'em, know when to fold 'em. Remove cards by matching them one higher or lower. Try to get a run going, such as 8, 9, 10, jack. If you jump back and forth 18, 9, 8, 9 you'll get stuck later on. You'll receive really good memory and some luck to master the game.



Ski Free

There are only so many card games you can play before nature calls—so hit the slopes! You can pick SkiJam events and try to dodge trees, or blow out stumps on Frost Strike. Ski Free has some funny moments, including points for scoring snowboards and a Yeti who eats you, kills and kills, if you move too slowly.



Life Genesis

Based on highly complex mathematics that you (probably) don't have to know, Life Genesis allows you to generate "life" in the form of blue dots. If you put too many together or space them too far out, they'll go belly up. When you're finished, set your world in motion and observe the patterns.



Mine Sweeper's

One foot, one flag, and a whole lot of fun. Minesweeper is one of the oldest PC games, and it's true classic. Use your foot to search for mines, finding them by process of elimination. A numbered square tells you how many mines are in an area. Warning! Mines cause stomps, rights and some thumb cramping.



Tic Tactics

Tic-Tac-Duh! Welcome to the old-school game with a twist. The boards come in three sizes: 3x3, 3x3x3, and 4x4x4! The standard board is fairly easy, but the final board, which requires four in a row to win, can become almost impossibly complex. It's especially fun with two players.

Wave Rave

Conquering speedy waterski with the canals of Venice would normally get you thrown in the Italian hoosegow, but, luckily for you, Sea Doo Hydrocross has arrived. Fly through more than ten courses in such locales as Loch Ness and Atlantis to become world champion.



Man Overboard

While the jumps and obstacles are a challenge, your biggest concern might be staying on course. Don't expect any flags or lag across that say "This Way." You will have to practice to find the fastest route.



Watch Undertows

Descend into the near/lethal, frigid Whirlpools and a bad thing, so try to avoid them. Other dangers include logs, rocks, and a divered UFO (complete with a pair of puffed alien) in the Bermuda Triangle.



Know Your Craft

Each time you win, you'll add points to your Sea Job. Each category is important, but the more of the games, staying on course. Build-up your craft's handling status right off the bat, then worry about how fast you can go.



BOWL Me Over

All the fun of bowling without the silly shoes. Sound like a dream? Well, under up, because AMF Bowling is your ticket to the lanes. Choose from nine bowlers, select your ball color and weight, and get ready to tank opponents. With Practice, Tournament and Two-Player Modes, you'll never want for a lane again.



Gutter Talk

As a rule, heavier balls are preferred because they strike the pins with more force, but lighter balls are usually easier to control. Also be sure to listen for your bowler's funny comments, including "Yeah, Dues!" when you get a strike.



Strike

Try to align yourself between the middle two lanes and throw as straight as possible. Once you've mastered that technique, put different spins on the ball to achieve wickets/hookers and slices.



Line 'Em Up

To pick up a spare, stand to the far side of the pins and hook your shot on-top of or behind them a slight on. For spares, stand to the far side of a pin and bend it away from the lane.



Q*bert

It used to be that the only way to have Q*bert in your home was to watch the cheesy '80s cartoon. But now you can see the little guy in your home, car, boat, or wherever you decide to bring your Game Boy Color. The rules are simple—jump Q*bert from box to box while avoiding snakes, balls and other nasty surprises. There are Arcade and Adventure Modes, and you can even play as his buddy, Q'Dora.



Block Jumping

The most important strategy for Q*bert is to leave yourself room to maneuver. Stay in the middle and try to have an escape route available at all times. If a block is off by its location, just save it for last.



Green Balls Mean Stop

I'm frozen, and I can't get off! Stop the flow of time by snagging one and all green balls that come your way. Once the enemies are frozen, use the opportunity to bounce up and down on these to get off, hard-to-reach blocks. Note that enemies can't hurt you when frozen, so feel free to toss Colley the Purple Snake.



Avoid Balls

Don't touch! Red and purple balls are bad news, and purple actually become colors once they reach the bottom. This is also a good time to point out that you don't want to stand at the top of any pyramid, or balls will fall on your head.



Flying Pad to the Rescue

Just when it seems that the Q-man had no hope, alien technology comes to the rescue. Each level has one or two of the multicolored spinning disks available. Use them to escape from any badies or balls headed your way! If you're being chased by the snake, wait until it's almost on you and hop to safety. If you unlock right, Colley should plummet off the edge.



Skate or Die

Let world-famous skater Andy McDonald be your guide as you grind through over 20 cities around the world in your quest to be king of the luckyfly. While it's no Tony Hawk, MTV Skateboarding does possess four different boards, a wide array of courses and enough tricks and challenges to keep you using pavement all night long.



SK8@EVR

Tricks are the heart of any skateboarding game, so start learning! Luckily for you, the game includes a Free Skate Mode, where you can practice fresh moves without a ticking timer or a bunch of rowdy teenage fans to distract you.



Collect the Balloons

Some tricks require you to pick up goodies to advance. Some don't, but they're easy points anyway. Simply board over the balloons to collect them. Unfortunately, you can't fill them with water and drop them off a bridge.



Tricks for Points

Most of your time will be spent performing jaw-dropping stunts. You'll have to learn and master combos by advance—you can just look out after all the else, but necessarily the judges will yell and stop giving points for it.



Tweety Bird

About a minute into Tweety's High-Flying Adventure, Grumpy says "Blibberdibbit." We have no idea what that means but figure it must be grumpy-speak for "It's about time my Tweety got his own game!" As Tweety, you'll travel around the world, meet up with other Looney Tunes characters, and bonk cans on the head. It's more fun than a pressed seed birdfeeder.

Game Boy
a Go Go



Here, Kitty Kitty

Grumpy's favorite park will be closed unless you can collect paw prints from 80 cats in 80 days. The first few levels are easy—and check full of goodies—but as you progress weapons become fewer and further between. Use your smarts, or you'll have to face one very upset Grumpy.



A Gift of Life

Tweety starts the game with three life points, but they quickly disappear as he gets barged around. Find the heart to regenerate throughout the levels (usually in the more out-of-the-way places) to give him a much-needed pick-over-up.



Time Stops

Break a number of the laws of physics with the stopwatch, a fun toy that freezes time in its tracks. Use the opportunity to take a heart, pick up sticks and barrels, park, or break down that elusive lost pudgy cat and bag it on the head.



Taz on the Chase

It's the Tasmanian Devil, and he's on a full-on mad. The twisting tangle of towers can be a serious storm on your side if you can't run or fly away from him, so it's best to take something from your previous weapon stash to take him out.



Pick a Tool

Choose from a wide variety of lets-whisker—including spatulas, mitered axes, banana peels, oil slicks, bellows, molars and a plunger gun. Be careful—if you happen to run out of weapons, you'll have a very difficult time collecting paw prints.



Chase the Kitty

Sometimes, especially in the later levels, the only weapons available to you are oil and banana. When you bonk a cat, run or fly right ahead of it, then quickly drop the oil in its path. When the kitty slips, snatch up that paw print. Be sure to save your limited weapons for the cat—you have to get their prints, but most other enemies can be evaded.



Tunnels and Shortcuts

You'll find many pipes, tunnels and tubes throughout Tweety's High-Flying Adventure. You're required to use a few of them to continue in the level, but most are shortcuts or paths to hearts and treasure. If you want to know when they lead, pause the game and use the Control Pad to view the level.

Save Your Spot

Unfortunately, Grumpy's mission is a difficult one, and you'll spend a good deal of time as the wrecked roundly bird guy. (What brings up so an interesting point: Does Tweety see him cloning, flying birds when he's alone? Regardless, don't lose hope, because some nice old thought to scroll for small globes throughout the levels. Simply touch them to continue your game from that spot the next time around.





Eye of the Tiger

Tiger Woods is the man. Not only is he the youngest grand slam winner in golf history, not only can he do that near-trick where he bounces a golf ball on his club for hours, but he's at the heart of a great new golf game for the Game Boy Color. *CyberTiger* has a number of game play modes, a bunch of courses, and an option to play as Tiger himself. When you add in a two-player mode, you've got year-round excitement.



Fore!

Before you can pucker up to a silver loving cup, you'll need to master the basics. You can jump right into a season if you want, but it makes sense to become familiar with the controls and options first.



Choosing Your Game

CyberTiger has a golf cart full of game play modes. Besides the two-player link, you also play a complete season, a single game, or a rapid-fire race against the clock. It's also true stroke of genius, the good folks from EA Sports—understanding that in real life golf is often a tedious experience—have added a bunch of groovy in-game options—including the ability to nudge a hole and throw power-ups scattered around the course.



Choose Your Players

Each of the galleries has its own strengths and weaknesses. K. Greenhouse exerts control and raw power, while Kid Chip approaches the green with the gentle touch of a blacksmith. The only exception is Kid Tiger—who, naturally, has perfect stats across the board.



Keeping Score

Hey, look! I scored 200! Remember, young putting hand, that in golf the lowest score is tonight. Keep track of your personal best and worst with the handy family scorecard. It's especially useful for scoring bragging rights.

Pro Material

Don't be fooled—golf can be a deceptively complex sport. If you want to be the leader of the tour, you'll need to master both the long and short aspects of the game. Remember the old saying, "You drive for show, but you putt for dough."

Line up Your Ball



It's important to drive straight down the fairway. Line up your shots carefully, and don't be afraid to sacrifice a few feet of drive for better accuracy.

Use Your Meter



You'll tap the meter twice, once for distance and once for accuracy. Make your line—while keeping your meter as little as you can—your shot of all holes.

Putt It In



It's better to putt too hard than too soft. You might overshoot an occasion, but there's nothing more fun than seeing your putts fall an inch short.

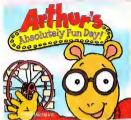
You Scored!



Being exact results in a bit of stress, plus the fact that your score across the scoresheet can be especially painful during double bogeys.

TOO FUN

Younger gamers will have a grand day with their favorite backyard. There's no better way to spend a Saturday than in the amusement park, but first Arthur must help his friends. Stack books, flip pancakes, and help your friends and neighbors as you search for 16 stars that will allow you to enter Wonderland.



Adventuras

Collect the stars by performing in over ten different events, including air hockey and snowboarding. You can return to the same event again and again, and continue to receive stars, but they will become more difficult each time.



Hidden Treasure

Art, treasure! Here ya go don't for pieces of eight! Collect all ten pieces of treasure, and be sure to chase the fish as they swim by. Again, no time for it, as treasure isn't a luxury item in the sea.



Basketball Hoops

If you reach ten baskets, a reward will give you a star. There's no short hand, and money don't count against you, so it's time for you to have fun, try taking a super shot and launching the ball over the top of the house!



Carnival Bats

Once inside Wonderland, you'll be able to try out all kinds of carnival action. They are all part for fun and include such items as: fireworks, the water pistol target, shoot and bumper cars!



Barbie's World

Uh-oh, trouble in paradise. It seems Barbie's let her wand go, and she finds herself in dire straits. Complete a number of marigames to unlock clothing, jewelry and makeup, then take Barbie or her friends to the store and try on your newfound booty. It's another title that is most appropriate for younger gamers.



FASHIONABLE GAMES

Pick a game, any game. If you choose the same game multiple times, you'll get more wardrobe selections but the challenges will increase in difficulty.



Bead Necklace

Use the handcrayons to blow the beads onto the necklace. It's really the most difficult of the games, so take it slow and don't get frustrated!



Shoot the Color

Hit the selected color of paint with your spark. Hit every color to receive a new table of makeup with which to pretty up Barbie.



Skirt Match Up

Get the fashion color of Barbie's skirt to go to pieces. Arrange it in the proper order or you'll go outside looking like Mary O'clock and you know!



NINTENDO 64

MADDEN NFL 2001

EA touches down with another one for the Madden crowd.

GRAPHICS: Madden's gridiron gaze looks sharper and clearer than last year's game. It also looks more realistic and varied than Blitz, but, then again, Madden is all about realism.

PLAY CONTROL: Padded with a stadiumful of plays (along with ones you strategize yourself) and micromanagement menus galore, Madden requires a lot of effort to navigate them. The controls are similar to the previous installments, so armchair quarterbacks will get the hang of things quickly.

GAME DESIGN: New additions include the historical team rosters of gridiron greats and in-game trading cards that you can

earn by completing challenges, then trade via Controller Pak.

SATISFACTION: Madden games didn't need much streamlining to begin with, and the improved graphics and new features should lure arm fans and wannabe coaches.

SOUND: Crowd noise swells with cheers and grumbles accordingly, while Madden chimes in crystal clarity (which may or may not be a good thing, depending on your tolerance level for John).

COMMENTS: Chris—Superior graphics and improved sound only engendered an already solid game.

Scott—It's the best in any football and the best in *NFL* Madden games. Drew—Crip graphics and an expressive playbook help this title into the end zone.



OVERALL
RATING
8.1

GRAPHICS

8.5

PLAY CONTROL

8.5

GAME DESIGN

8.0

SOUND

8.0

STAFF SCORES

10 — Chris

3 — Drew

1.5 — Andy

8.1 — Andy

7.5 — Scott



HOW IT RATES
EA's Madden NFL 2001 offers over 100 yards of

game action, sporting fans on the football field, so it earns an all-around rating of E from the ESRB.



POKÉMON PUZZLE LEAGUE

Now you've gotta catch 'em all and put 'em in a row!

GRAPHICS: The fruity-colored graphics are perfectly Pokémon in every way—skills from the cartoon series serve as backdrops for your Tetris Attack-tinged game board, and the opening sequence is an actual cartoon that could fool you into thinking you were watching the Kids' WB! **PLAY CONTROL:** The speedy controls will help you outwit rival Trainers, and the simple setup will be easy enough to master for Pokémon fanatics who are new to puzzles.

GAME DESIGN: The rotating cylindrical board in 3-D Mode is the game's standout feature. Otherwise, Puzzle League is Tetris Attack set in a Pokémonergetic, where your

objective is to flip-flap pairs of blocks into a like-colored alignment so you can eliminate them. If you beat the rival Trainers (all from the TV show), you'll win badges. Too bad you can't win Pokémon (that'd guarantee fans would play for a few hundred rounds).

SATISFACTION: Maybe it's a little forced, but the use of Pokémon in a puzzle game actually works and the Tetris Attack formula is tried and true.

SOUND: All Trainers repeat one chant during the match, so get used to hearing Ash shout, "I'm gonna win!" ad nauseam.

COMMENTS: *Chris—The 3-D part is challenging. Drew—The Pokémon theme is distracting and polite Jennifer—it's a really fabulous puzzle game wrapped in Pokémon paper.*



OVERALL
RATING
8.1

GRAPHICS
8.0

PLAY CONTROL
8.0

GAME DESIGN
7.4

SAC
8.4

SOUND
7.3

ENTERTAINMENT
POWER
STAFF
SCORES

7.0 — Jewel

7.0 — Oliver

8.3 — Drew

7.4 — Scott

7.3 — Scott



TUROK 3: SHADOW OF OBLIVION

Acclaim welcomes you to sweet oblivion

GRAPHICS: Turok 3 is a drop-dead looker, rich in finely detailed graphics, atmospheric environments and surely some of the best, most realistic looking and moving human models (i.e. they're not creepy or robotic) to grace an N64 game. Moreover, their lip-synched speech helps elevate the already gripping cinematics.

PLAY CONTROL: You can play as Danielle or Joseph Bernard, and the game's controls handle their unique abilities well. The auto-aim function is cheap, too, but manual aiming is like targeting with the press.

GAME DESIGN: As with all Turok games, Oblivion is a re-essence adventure, and it's

armed to the hilt with a few dozen upgradable weapons and eight irresistible and devious multiplayer modes.

SATISFACTION: It sounds like Acclaim listened to the feedback regarding the previous Turoks by lowering the frustration factor with up-tuned-up levels and unlimited lives. The end result is that it's the best Turok game so far.

SOUND: The symphonic score and gurgling gross-out sounds maintain the game's chilling ambience.

COMMENTS: *Oliver—The violence is over the top. Scott—My favorite Turok since the first one! With two more characters who take different routes, the game has more replay value. Chris—The levels are less mindless*



OVERALL
RATING
8.0

GRAPHICS
8.0

PLAY CONTROL
8.0

GAME DESIGN
8.0

SAC
7.3

SOUND
7.3

ENTERTAINMENT
POWER
STAFF
SCORES

8.5 — Scott

8.1 — Jason

8.3 — Chris

8.2 — Drew

7.8 — Scott



ESSENTIAL M
HOW IT RATES: More gory and graphic than ever, Turok 3 is for Mature audiences only.

Safe in this game as otherwise "gory" best describes a flesh wound you know you're dealing with and it's a great game for players 17 and older.

NFL BLITZ 2001

For the third year, Midway is pudlin' on the Blitz.

GRAPHICS: Midway's Blitz has always been the arcade alternative to football simulation games, so its graphics are larger than life rather than true to life. This season's pickup Dak sports players who are even bigger than before. Other than that and the cheerleader glamour shots (complete with breast!), the graphics are their 'ol bold, in your face selves.

PLAY CONTROL: You need quarterbacking controls to leverage long bombs, dodge tackles and make read ditches when your intended player is "on fire." Blitz makes juggling all those moves and players easier to handle in stride than a halftime show.

GAME DESIGN: Blitz is about instant gratification, so the action hits hard and fast. And with the introduction of the three Party Games—an offensive contest, a defensive contest and a passing challenge—you can get an even quicker arcade payoff.

SATISFACTION: Another year, another Blitz. If football's your game but stars are too tricky for you, Blitz is a fun way to get your kicks (and sacks and body slams, too). And Blitz's Party Games are a blast!

SOUND: The refs, grunts and commentary convey the over-the-top brutality of it all, and the music is never distracting.

COMMENTS:

Chris—Not for people who like realistic football like *QFC* and *Madden*.
Drew—Fast and fun like past Blitz games.



OVERALL
7.9
RATING

GRAPHICS
7.5
PLAY CONTROL
8.0
GAME DESIGN
8.2
VALUE
8.0
SOUND
7.8

IGN GAMES POWERUP STAFF SCORES
8.7 — Andy
8.3 — Drew
8.6 — Garry
7.8 — Scott
7.3 — Chris



SAN FRANCISCO RUSH 2049

In the future, it's still the San Francisco treat.

GRAPHICS: Midway's vision of the future streets of San Francisco leaves some major landmarks in place, while the flourishes of Blade Runner-style cityscapes are nicely realized. The diagonals tend to be jagged, but at least things zoom by at turbo speed so they're not an eyesore.

PLAY CONTROL: Like the other two Rush games, the cars are riced up with tight handling and things get hairy only when your wheels leave the ground (which, as usual, is often). The new twist is that in 2049, cars can sprout wings, making for more exaggerated aerial stunts.

GAME DESIGN: Rush has always played

like a high-flying Hollywood car chase, and the six courses and four stunt tracks are designed to tone and bang your car up in fun, new ways.

SATISFACTION: Everything that Rush is known for—burning shortcuts, aerobic stuntwork and white-knuckle racing—remains in a sleeker package. Better yet, the addition of the weapons-based Battle Mode tops things off with vehicular assault of the Vigilante 8 variety.

SOUND: The electro beats are a cut above most dull techno tracks for video games.

COMMENTS: Scott—Bart's *Mecha* rocks.

Chris—Creating it about as fun as landing

gritty soft down.
Jason—No giant loop, but as a Rush fan, I'm glad to see more of what I've always liked about the series.



OVERALL
7.6
RATING

GRAPHICS
7.0
PLAY CONTROL
7.7
GAME DESIGN
7.9
VALUE
7.7
SOUND
8.0

IGN GAMES POWERUP STAFF SCORES
8.3 — Drew
8.5 — Jason
8.4 — Chris
7.1 — Oliver
8.7 — Scott

- Midway/90 Megabits
- 1 to 4 players simultaneously
- Remake and Controller Pak compatible
- Expansion Pak compatible (required for Track 6)
- 6 tracks and 4 stunt courses

IGN GAMES POWERUP STAFF SCORES
E **HOW IT RATES**
Only cars are fast in this game, so the EPKs define San Francisco Rush 2049's appeal with futuristic—regardless of whether you're old enough to drive.



POLARIS SNOCROSS

Vatical takes you dashing through the snow.

GRAPHICS: Set in scenic, picturesque settings, Vatical's snowmobile racing game offers riders a repertoire of varied animations and movements. The designers definitely didn't take the easy way out by blanketing everything in white. Still, the general look is several degrees short of rivaling the slickness of the tracks' wintry conditions.

PLAY CONTROL: As times, turning doesn't seem as tight as it should be, but at least you stay in control and can adjust your angle of descent when airborne.

GAME DESIGN: All 16 sleds are modeled after Polaris snowmobiles and can be cus-

tomized to your liking. Racing on any of them gives you a ground-bugging feel you won't find in other racing games, and the 10 undulating cross-country courses maximize your bumpy ride.

SATISFACTION: Don't expect Wave Race 64 or Excitebike 64 on snow. Take it down a chunky notch and think Jeremy McGrath Supercross 2000 on ice.

SOUND: The irritating buzzing noise sounds just like a snowmobile engine, and the Euro-cheese synth pop sounds... about as appealing as a snowmobile engine.

COMMENTS: Chris: *I like its mix, long courses and short-cut, but the play control is pretty sloppy and overall the game feels slow.* Oliver: *Cool head-light effect at night.*



OVERALL RATING
6.1

• Vatical '99 Megapoints

• 1 in 7 players would re-rent

• Controller Pak compatible

• Expansion Pak recommended

• 10 tracks

• 10 tracks

GRAPHICS
6.2

PLAY CONTROL
6.2

GAME DESIGN
6.3

NAI
6.0

SOUND
5.7

IGNITATION POWER STAFF SCORES

7.2 — Chris

6.7 — Andy

6.0 — Jason

6.9 — Jennifer

6.4 — Oliver



E

HOW IT RATED

This one will be far from the sold when it comes to this game, since the ESRB has found absolutely nothing to warn parents about. The board recommends the vector racer for snowmobilers of all ages.

DRAGON WARRIOR I & II

Reenter the dragon. Enix brings back two RPG classics in one Pak.

GRAPHICS: In 1989 Enix's Dragon Warrior became the first RPG hit for the NES, and a year later an equally entrancing sequel was released. Both sported similar graphics that were akin to early Zelda. The style remains intact and looks as good as ever on GBC, plus new backdrops enhance your turn-based confrontations with medieval monsters.

PLAY CONTROL: The basic control system and straightforward menus worked the first time around, and they work just as well a decade later on GBC.

GAME DESIGN: A classic RPG series, Dragon Warrior I & II features sword and sorcery battling, inventory management, a noble quest and exhaustive level building (you can inch your way to cosmopolitan Experience Point levels in the tens of thousands).

SATISFACTION: The Dragon

Warrior series is worth rediscovering. If you like role playing, there's no excuse to pass up two old-school RPGs in one cartridge.

SOUND: The chivalrous theme songs are actually hummable, which says a lot for music on Game Boy.

COMMENTS: Chris: *I still adore the depth of the game; play like I did when they first came out.* Drew: *Proof positive that well-designed games stand the test of time.*

Scott: *The slow game play, with its emphasis on level building, takes more patience than many players possess. Be warned.* Jennifer: *My old wondering gets awaying*



OVERALL RATING
8.0

• Brain '99 Megapoints

• 1 player

• GB and GBC compatible

• 2 classic NES RPGs in one Game Pak

GRAPHICS
7.4

PLAY CONTROL
7.0

GAME DESIGN
8.4

NAI
8.4

SOUND
7.0

IGNITATION POWER STAFF SCORES

6.4 — Jennifer

6.3 — Oliver

7.8 — Scott

7.7 — Jason



E

HOW IT RATED

Though the ESRB has granted the two-bit Pak with an E rating, the board notes that the RPG remains "old-fashioned violence." The critics are far from being graphic, but they do not wish some and a brace design.

PERFECT DARK

Take Jo on the go with the perfect portable Pak.

GRAPHICS: PD for GBC is obviously not a slapdash entry version meant to ride in N64 counterpart's controls. The shoot-'em-up spy adventure is lovingly detailed, and you can see the painstaking effort in the intricate graphics, fluid animations and array of creative settings.

PLAY CONTROL: Whether you're shooting in sidescrolling mode or first-person perspective or driving a vehicle, the few controls make maneuvering, targeting and finding the right weapon manageable.

GAME DESIGN: The game takes full advantage of every available GBC perk: GB Printer, N64 Transfer Pak, Game Link, infrared port and rumble feature. Not that you won't have enough to deal with guiding Jo on a global mission that predates her N64 adventure. Just as varied, her GBC outing is riddled with sniping

runs, helicopter shootouts, a truck chase, puzzle solving and hints for keyboards.

SATISFACTION: Smarter enemies, sizable areas and bigger challenges make the game a worthy chapter in the Carmington Institute's annals. Plus, the Game Link Battle Modes are as intense as the N64. In fact, the Transfer Pak is an instant way to unlock four extras in the N64 game.

SOUND: Speech samples and theme music from the original emphasize the intensity carried over from the N64 heartstopper.

COMMENTS: Chris—*Really difficult but still fun to play. The sound effects are amazing.*



OVERALL
RATING
7.6

GRAPHICS
8.0

PLAY CONTROL
9.0

GAME DESIGN
8.0

SAT.
7.8

SOUND
8.0



HOW IT RATES

PD is a shooter through and through, and it's still pretty fun on the tiny GBC. Since the actual down graphics aren't our go-to, the graphics, PD finds just the right balance of violence.

MINI-TENNESSEE
POWERUP
STAFF
SCORES

3.5 — Chris

3.1 — Jason

2.9 — Andy

3.1 — Scott

4.5 — Soggy

DISNEY'S THE LITTLE MERMAID II: PINBALL FRENZY

Ariel takes pinball under the sea. Let's hope the ball won't rust.

GRAPHICS: This month, Disney is releasing its made-for-video sequel, *The Little Mermaid II: Return to the Sea*, and Nintendo is introducing the GBC companion Pak. Overflowing with as much color as its animated inspiration, Pinball Frenzy boasts a boatload of character cameos (albeit static ones, since they appear as tabletop backdrops), including Ariel, Melody, Sebastian, Scuttle and Dash.

PLAY CONTROL: Whether you've set the ball to roll slowly or quickly, the physics and mechanics remain spot-on (even when dealing with the twin assault of multiball simulations), and your flippers react with dolphin speed.

GAME DESIGN: The game sports only two pinball boards (one for Ariel and one for her daughter, Melody), but the "Frenzy" name surely comes from the 16 inventive pinball

mini-games, like rebounding the pinball past a pacing polar bear to shatter ice walls that imprison penguins.

SATISFACTION: For a pinball game, Frenzy offers plenty of variety and full-on fun.

SOUND: Duquane songs from the movie, like "Under the Sea," surface, keeping the Disney spirit as high as the tide.

COMMENTS: Jennifer—*It's like *Pokemon Pinball* with seaweed and minigames.*

Jason—*Resuable pinball accuracy with some truly clever twists. Dave—The rumble feature doesn't make the game more realistic—it just makes it a joy buster.*



OVERALL
RATING
7.4

GRAPHICS
7.8

PLAY CONTROL
7.8

GAME DESIGN
7.5

SAT.
7.2

SOUND
6.8



HOW IT RATES

It's Disney, so you can't really say that *The Little Mermaid II: Pinball Frenzy* is fairly oriented for. The ESRB gives it 100% of a thumbs-up, and Pinball Frenzy for all ages with its E for Everybody rating.

MINI-TENNESSEE
POWERUP
STAFF
SCORES

6.0 — Jason

5.9 — Drew

7.7 — Oliver

7.4 — Jason

8.8 — Soggy

ESD PLAYING THIS MONTH

TWEET'S HIGH-FLYING ADVENTURE

- Nintendo Wii/PS3
- 1 player
- GBC exclusive
- Game Link compatible



Coinciding with the release of his home-edition movie of the same name, Tweety Bird takes flight in a jaunty electronic take on the movie. You read and act as puffy, fat, gawky prairie from across the world, and those settings are fresh and colorful. The fast-paced, top-down is great for young gamers, and is the sticky wiggery



OVERALL RATING
6.1

GRAPHICS: 7.0/10
PLAY CONTROL: 6.0/10
GAME DESIGN: 6.0/10
SVC: 6.0/10
SOUND: 6.0/10

DAN FRANCISCO RUSH 2049

- Microsoft/PlayStation
- 1 player
- GBC exclusive
- 4 tracks



The Rush games aren't supposed to be out, but this is especially what the GBC version was uphiring. It strives for high-flying scores, but, in a three-quarter view, the spirit of the series is lost. Regardless, Rush 2049 for GBC is a fun little racer with lots of cars and tracks, but it's not Rush as you'd come to expect it.



OVERALL RATING
6.0

GRAPHICS: 6.0/10
PLAY CONTROL: 6.0/10
GAME DESIGN: 6.0/10
SVC: 6.0/10
SOUND: 6.0/10

MTV SPORTS SKATTEBOARDING

- THQ/PS3
- 1 player
- GBC exclusive
- 2 hour course



Tony Hawk's Pro Skater for GBC was excellent for its helicopter action, but THQ and MTV rule the road with their 120-style, skin-shedding stunt courses. So maybe you won't see Conner Riley or Puck goading rills and basket' ollies, but the game's beauty of courses and moves still makes it a cakewalk (it's hardly hard) roller.



OVERALL RATING
5.9

GRAPHICS: 6.0/10
PLAY CONTROL: 6.0/10
GAME DESIGN: 6.0/10
SVC: 6.0/10
SOUND: 6.0/10

SEA-DOO HYDROCRUISE

- Activision/PlayStation
- 1 to 2 players (asymmetric)
- GBC exclusive
- Game Link compatible



In the water, there's a lot of small, neat, and takes you through exciting waterways like waterways like Niagara Falls and the canals of Venice, but the course is so obnoxious that you don't know when to stop and it's way too long. Virtua's Hydrocruise could be a Sea-Do, but the Game Link feature is a big plus.



OVERALL RATING
5.6

GRAPHICS: 6.0/10
PLAY CONTROL: 6.0/10
GAME DESIGN: 6.0/10
SVC: 6.0/10
SOUND: 6.0/10

BARBIE FASHION PACK GAMES

- Mattel/PS3
- 1 player
- GBC and GBC compatible



Who and what outfit for Barbie by a simple feedback of floating hair, and arranging matching shoes and colorful pieces, like to one to choose, it's all based on simple, simple-style fun and accessories, and also as a strategy puzzle. It's a little long, but, your status may have fun despite its obvious and inactivity.



OVERALL RATING
4.7

GRAPHICS: 4.0/10
PLAY CONTROL: 4.0/10
GAME DESIGN: 4.0/10
SVC: 4.0/10
SOUND: 4.0/10

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

ANDY:
ARMOND:
CHRIS:
DAN:
DREW:
HENRY:

JASON:
JENNIFER:
OLIVER:
SCOTT:
SONJA:

RATINGS

GRAPHICS: 6.0/10
PLAY CONTROL: 6.0/10
GAME DESIGN: 6.0/10
SVC: 6.0/10
SOUND: 6.0/10

GRAPHICS: 6.0/10
PLAY CONTROL: 6.0/10
GAME DESIGN: 6.0/10
SVC: 6.0/10
SOUND: 6.0/10

AGE RATINGS

The ESRB rating system is a set of guidelines that help parents make informed decisions about what games are appropriate for their children. For more information, visit www.esrb.org.

E Early Childhood
T Teen (13+)
A Adult (18+)
E All Ages
M Mature (17+)
RP Rating Pending



Mickey Mouse goes 3-D.

THIS MONTH

LEGO'S TIT 'N' TANKLE



Katy's on the move.

MIAMI MIXED



Konami goes to the future.

SEA-DOO HYDRO CROSS



Nintendo makes waves.

WALT DISNEY'S ALICE IN WONDERLAND



Alice steps into Game Boy Color.

PAK WATCH

The inside source for all Nintendo News.

SPACE WORLD GAME LINEUP REVEALED

Nintendo Company Ltd. (NCL) recently released the lineup of games scheduled to be shown at Space

World in late August, including 52 for Game Boy Color, 14 N64 titles and the opening salvo of Game Boy Advance games. We received initial screen shots of several of the high-

lighted games, including the first pics from Game Boy Advance. Like many of the titles in the press release, Mario Kart Advance is just a tentative name. Konami leads the pack of third-party publishers with Wacky Racing, Silent Hill and Golf Master all scheduled to be released at the launch of the 32-bit handheld system in Japan this December. In addition to the Nintendo N64 games shown here, Space Worlders will see Mega Man Dash from Capcom, Dance Dance Revolution

Disney World Dancing Museum from Konami and Modern War Simulation, Ultimate War from Media Factory. Nintendo



Mario Kart Advance Game Boy Advance



Super Mario Advance Game Boy Advance



Golden Eye Game Boy Advance



Hit and Run PlayStation 2



Mario Party 3 N64



Alice in Wonderland Game Boy Advance

will feature Custom Robo V2 and A Scurgyer Shiren 2, as well. We'll have more on all the titles, plus special Dolphin coverage from Space World next month.

RARE TAKES THE MICKEY OUT OF DISNEY

A mouse driving a car is a Rare sight indeed, but when it's Mickey Mouse driving a Mario Kart-like vehicle in a game developed by Rare it's also a sight for sore eyes. Mickey's *Speedway USA* is pulling up to the starting line a bit early thanks to the dedicated development folks at Rare and Disney Interactive. For the first time in history, the world's most famous rodent is about to take a spin in a 3-D world. That would be big news by itself, but the game play is a furious ferry into fun with more than a nod to the king. No, not Elvis, the king of video game mice—Mario Kart.

Mouse mimics Mario

Mickey's *Speedway USA* gives more than just a passing nod to Mario Kart. Almost every element of the game mirrors the classic Kart. The drivers and cars have the same characteristics as MK items. Heavy cars have the best top speed but poor acceleration and handling. Light cars are great on the corners and accelerate well, but they don't have the top speed. Medium-sized

cars are well-balanced. Mickey and Donald drive medium cars while Daisy and Minnie are light and zippy. Goody and Pete drive the heavy cars. Drifting through corners is one of the main strategies in Mickey's *Speedway USA*, just as it was in Mario Kart, but players can't get the MK extra speed boost during the drift. They can pick up lots of items on the track, though, and those items often shape the race. The CPU gives players handicaps by offering them pickups that will help most in their position, so a player in last place will get items that attack players in front. The main thing to remember about Mickey's *Speedway USA* is that the play control is intuitive and easy enough for drivers of almost any age.

Those impudent vessels

Yes, those impudent vessels have dog-snapped Pete right out from under Mickey's nose. The cruising race takes place in colorful locations all across the United States—20 tracks in all—from the hilly streets of San Francisco to the icy roads of Alaska. Mickey motorist can battle each other in multiplayer modes or enter the five circuits of the tournament. Success at the highest levels of the game will open up four hidden characters. There are also hidden engine pieces to find and the Corner Mode, which is Disney-speak for Battle Mode. The challenge level is low at first, particularly on the Amateur or Intermediate difficulty setting, but there are greater challenges down the road and it's all fun.

Crash talkin'

The colorful graphics may give players a dose of Disney excess, but the constant chatter of the characters does even more to place you firmly in the Magic Kingdoms. The characters react verbally to everything that happens to them, so that if Daisy hits Mickey with a bolt of lightning, you'll hear Mickey squeak about it. With 40 to 50



scripted dialogue pieces for every character, there's no shortage of chatter and not a lot of repetition. For Disney fans, young racers and players who ache for a new Kart experience, Mickey's *Speedway USA* is in Rare form and a runaway ride.



Yoo-hoo, Mickey...

Pak Play

Hands-on previews of upcoming games.

KIRBY ROCKS AND ROLLS

The pink one has always moved through his whimsical worlds in innovative ways, such as puffing up like a balloon so he could float, but never before has Kirby's method of motion been the star of the game. In Kirby's Tilt 'n' Tumble for Game Boy Color, a motion sensitive chip in the Game Pak senses when a player tilts the Game Boy Color in any direction. The tilting motion causes Kirby to roll or tumble in the direction of the tilt. Players can also give the Game Boy Color a little flip to make Kirby hop. Kirby rolls through worlds filled with switches, jumps, platforms, enemies and other obstacles until he reaches a goal. The idea is simple, but the action is completely new and lots of fun. The only drawback can come from playing in poorly lit surroundings where it can be difficult to see the screen when you tilt it. Kirby's Tilt 'n' Tumble will roll into stores early in December.



ALICE WITHOUT CHAINS

In the up-and-down world of Alice, it's very hard to know what is real and what is an illusion. For many months, the same could be said of the Game Boy Color version of Walt Disney's Alice in Wonderland from Nintendo and Disney Interactive. But now that Alice has been scheduled to launch at the end of September, the white rabbit won't be late for his very important

date and Alice can get on with growing up or shrinking as the situation demands. For gamers, particularly the younger variety, Alice in Wonderland is a chattering fairy tale platform and puzzle game. Characters from the movie pop up to help or hinder Alice as she scampers through the imaginative levels. True-to-Disney graphics and sound give this Alice a friendly and

familiar feel. Extras include a hide-and-seek game and an interactive art gallery for creating custom Alice art, which you can print using the Game Boy Printer. It's almost as if all of Wonderland fits in your hand.



BATMAN RETURNS TO GOTHAM

PAK
WATCH

Years have passed and Bruce Wayne has grown too old to protect Gotham City from the likes of the Joker, but the Blue Knight isn't about to concede to his enemies. In *Batman Beyond: The Return of the Joker*, a high-school student named Tony McGinnis takes up the mantle of the Caped Crusader, exercising powers that the original Batman never had. The upcoming N64 game from Remco closely follows the plot of the movie, which is being released this month. The action takes place in linear 3-D worlds where the future Batman battles with hoodlums, collects door keys and other items and receives advice from Bruce Wayne. Remco has reproduced the stylish look of the



animated TV show including the animation of Batman. One particularly cool element is that players get to choose from four versions of Batman, each with differing levels of Attack, Defense and Jump attributes. The game play in our early test version was still fairly simple, but Remco has seemed to add enemy intelligence, special weapons and other cool features. *Batman Beyond* should be ready for fighting crime by the end of the year.

SEE SEA-DOO

Splashin' in the wake of *Wave Race 64* isn't an easy task. Vatical Entertainment has been working on its own Wave Race wannabe—*Sea-Doos HydroCross*—for about a year, and it's still nowhere near as polished as the Nintendo classic. The game features a Quick Race Mode, Standard Race Mode, Tournament Mode and Training Mode, and players get to choose from different models of Sea-Doos watercraft, opening

new models as they progress in the game. Races take place on calm and choppy seas in exotic locations that include Loch Ness and the Louisiana Bayou. And yes, *Sea-Doos* sticks its long neck out of the loch as you race by. Vatical hopes to get the game in the water by October, but the development team still has a lot of work if *Sea-Doos* is to compare favorably with *Wave Race 64*. We'll keep you posted.



Vatical catches the waves....

Pak Peek

What's breaking in the world of games.

Nintendo schedule update

Nintendo has finally finalized its fall product release schedule, and what a long strange trip it's been. *Banjo-Kazooie*, once a summer release, is now launching on November 20th. The extra couple of months has helped turn *B-T* into one of the most stunning N64 games of all time. Midway's *Speedway USA* gets the green flag on November 15th, and *The Legend of Zelda: Majora's Mask* has moved forward



Banjo-Kazooie

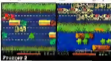


The Legend of Zelda: Majora's Mask

to October 26th. *Pokemon Gold* and *Silver* versions will arrive on October 15th, and *Hey You, Pikachu!*, which is less a game than an interactive experience, will scamper into retail outlets on November 6th. *Paper Mario*, which seems to have retained its name for over a month now, is slated for a December 26th debut in North America, but, alas, Conker's *Bad Fur Day* looks like an early 2001 release. To wrap things up, Donkey Kong Country for Game Boy Color should be available on November 20th.

Hop to it

Frogger a from Hasbro revisits the classic arcade game with updated graphics and more variety to the cross-or-creak puzzles. But even though Frogger may have a new set of clothes, the action is tried and true. Playing as either Frogger or his gal-pal,



Lilly, players hop across roads, rivers and other hazards in five worlds including the Frog Pond, Gator Lairs, Ice Caves, Lava Pits and Lost Mines. A helpful hopper named Tadax gives hints along the way, not that you'll need them. The game is one long session of staying alive.

A once and future wizard

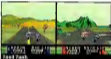
Merlin, the teacher and mentor of King Arthur, stars in a new Game Boy Color platform adventure from EA Games. The bearded wizard seems to possess almost boundless energy as he bounces and leaps through a series of gnome-infested worlds. Upgrading his wand as he goes, Merlin casts spells on his foes and then performs a jaded dance when he reaches his goal. The rich graphics turned our heads, and the lively animation was magical. It's a curious little game that doesn't have much to do with Arthurian legends, but the fun graphics and fast-paced action managed to cast a spell on us all the same.



Merlin

EA's rash

EA Games is turning to Game Boy Color big time this fall with titles ranging from platformers such as Merlin to racing games such as Road Rash. The minimalist features bike-bustin' action just like its big brothers. Players race to win money for buying bigger and badder bikes, but the cops are on the road, as well, waiting to bust in speed fiends. The action takes place on scrolling roads from Alaska to Hawaii, and there's always plenty of traffic to dodge, including cars crossing the main road at intersections. It's guaranteed to be a smash, so you'd better where a helmet.



Road Rash

Dinosaurs R Us

Dinosaur is from EA Games is one of the most unusual Game Boy Color titles we've seen since, well, the time of the dinosaurs. It's an RPG masquerading as an action game. The main character runs and jumps through the Jurassic landscape in an almost perfect imitation of a traditional platform game. But then, quite suddenly,



Dinosaur

COMING SOON

PAK WATCH

the game shifts to a battle screen where the player can attack, use special elements or try to run. If you win the battle, you'll earn experience points and build up your levels, which means that you'll get stronger. After the battle, it's back to the routine of hopping on platforms and avoiding hazards such as scolding lava and falling boulders. It's an unusual mix, but it seems to work. *DiscoDance*™ as may just survive.

More news that's fit to print

We can't leave this month without mentioning some of the other game development projects that have come to light in the last few weeks. Heading the list is THQ's *Who Wants to Be a Millionaire?* for Game Boy Color. The questions may be



real, but the payoff isn't. THQ is working on another Game Boy title, which is based on the hit movie *Clash Royale*. Let's hope it doesn't take ten years to make the daydream a reality. Mattel has Matchbox Emergency Patrol, Barbie Magic Game Adventure and Tyco R/C Racing Race for Game Boy Color. Can Barbie Matchbox Racing be far behind? *Nurtures Racing* from Hasbro Interactive is definitely on the way. *World Destruction League* from 3DO is headed for GBC, as well, and *Dragon's Lair* turned up recently from Capcom, also for Game Boy Color. Majesco has both *Galaga* and *Galaxian* coming to Game Boy Color, and Namco is bringing *Ms. Pac-Man Maze Madness* to the N64.



Benjo-Tools



Rare

Scooby-Do



THQ

Turok 3: Shadow of Oblivion



Acclaim

Disney's Donald Duck



Ubi Soft

Croc 2



THQ

Robin Hood



EA Games

RELEASE FORECAST

FALL 2000

ALLEN GREENGLASS:
THE FIRST BORN
ARMY WING SARGE'S WIFE #2
BAND TOGETHER
BARBARA TETLOW
THE BOUNTY BE TRAP
CERITY FOOTBALL
CODY'S DONALD DUCK
NEW YORK FIRECRACK
THE LEGEND OF ZELDA:
MAJORA'S MAZE
NORBA NAR 44
MONEY'S SHADOWY SEA
MS. PAC-MAN MAZE MADNESS
POWER 8 LADIES
IDENTIFIED FIFTEEN
READY 2 REMEMBER
ROCKWELL COMPLICATED
RUGER 20M
SCORPION 900
SEA-TOO 4 FORTYFOUR
SPEEDY BLUE
SPRINT RACE OVERHAUL
TAXI EXPLORE
TIGER'S BONEY NIGHT
THE WORLD IS NOT FREEMAN
AGENT
ANF BOVING
ARMY WING. AIR ATTACK
ARMY WING 2
BARBARA TETLOW
LORDS OF THE NORTHERN
MATT THE HAMPER SLAYER
CALIFORNIA
CHAMPIONSHIP MOTORCYCLE RACE
HAWKING SOCIETY CASUALTY
CHECKER RUN
CLOCK
DILATIONAL ADVENTURE
DOLLARWITS
DORIS'S DREAMS
DONALD DUCK
ROBERT TIGER'S NIGHT
LIGHTYEAR OF SPACE CANNABO

BONEY BONE COUNTRY
DARWIN'S LARK
FNU 2000
FERROVIZ 2
GILLIAN
GILLIAN
GIMMICKS JOURNAL
HONEYMOON 2
HOCKEY
INSPECTOR GADGET
LEGEND OF THE SEVEN RING 2
MONEY TALKS
COLLECTOR ATTACK
RAT ROYALTY'S PAC EPIC
AULTIBOX (EMERGENCY PATROL)
RAGA RAIN X
MILLER
MUTATIONS RACING
PACMAN RACING
PACMAN GOLD
PACMAN SILVER
POWER PLAY 2000
POWER RACERS
SPORTS RACING
RETURN OF THE SNAIL
ROAD RACE
ROCKY ROAD
ROBOTS IN PAIR
SAN FRANCISCO FROM
THE VAMPIRES
SEVEN ALL STAR
EXTREME RACING
STREET FIGHT EXTREME
TERRA 2000
T-RAX
TIGER B/C RACE
RACE
WALT DISNEY'S THE JUNGLE BOOK
WHO WANTS TO BE A
MILLIONAIRE
WORLD DESTROYER LEAGUE
THE WORLD IS NOT FREEMAN
WUPH MO MOBILE
X-BOX. BELTUNG WARS
XBOX

FUTURE

CONYER'S RED FUR CAT
TENGU'S PLANET
HATCHERMAN 64
ETERNAL DRAMAS
PAPER MASCOT
MICA
COMBATERS OF MARY S. MARY

ALMA: THE BEGINNING
OF A LEGEND
BATTLE WALKER
POWER DOCKER
LEGIC TROUBLE
ZELDA: TWINS
TATTOO TILLER

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...

October 17, October 24



mickey's speedway usa



We're following a dash of cartoon characters across-country now. It's as we preview Mickey's Speedway USA, Rare's Disney-themed racing game.

link is shadow of oblivion



We walk us first month as Nintendo Power boxes the console disaster lights out of the shadows of Link is Shadow of Oblivion, the latest installment of Aonuma's long-running series.

Link is all ready for a masquerade this October, when The Legend of Zelda: Majora's Mask is finally released. The Hero of Hyrule is really getting into the Halloween spirit in Majora's Mask with marvelous masks that change the way he looks and sometimes even the things he can do. Join us next month as we unmask some of the secrets of the highly anticipated sequel.

pokemon gold version and silver version

Our Pokémon Gold Version and Silver Version coverage starts next month with a closer look at the new games complete with tips, tricks, and strategy guides.



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